Romance of The Three Kingdoms VII

EVERYONE

E

CONTENT RATED BY ESRB

KOEI™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started 2
Controls 2
Basic Game Controls 3
Information Displays 3
Viewing Lists 3
Introduction - Surviving the Three Kingdoms Period . . .4
Game Basic 6
Beginning the Game 6
Game Start 6
New Game 6
Load Game 7
Creating New Officers 8
Save, Quit, and Settings 8
Advancing Your Turn 9
Fighting Battles 11
Daily Life 14
Understanding Information 14
Strive for Wealth ~ Domestic 16
Working With People ~ Personnel and Ruler 16
Acting by Yourself ~ Social, Personal and Others . . .17
Negotiating with Other Countries ~ Diplomacy . . .18
Showing Your Cunning ~ Plot 19
Preparing Your Arm ~ Forge 20
Conscripting and Drilling ~ Military 20
Crossing Blades - Battle 21
Effective Planning 22
Actions on the Battlefield 23

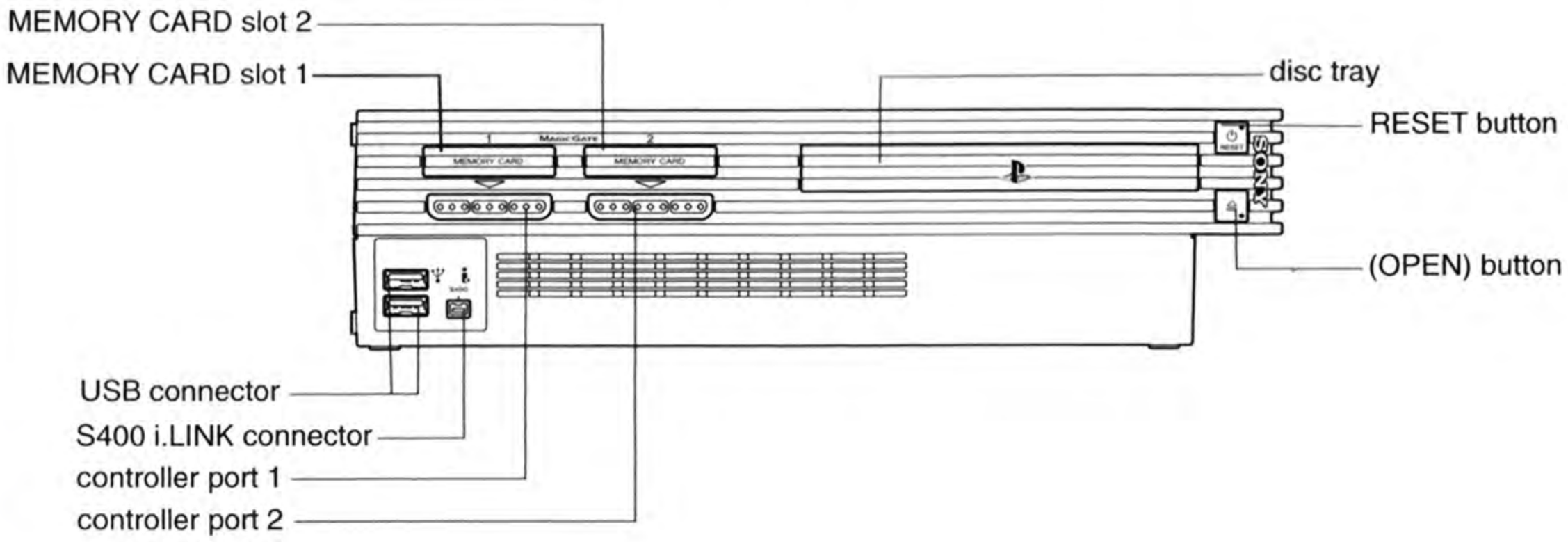
City and Ruler Commands
Personnel 24
Diplomacy . . .25
Military 26
Domestic 27
Plot 28
Wander 28
Ruler 29

Individual Commands
Finance 30
Social 30
Personal . . .31-32

Battle Commands
Move 33
Wait 33
Attack (Field) . .33 -34
Attack (Siege) 34
Ram 34
Tactics 35-36
Ploys 36-40
Retreat/Occupy . . .40
Auto/Command /by Unit . .41
Full Attack/Full Ram . .41
Full Wait/Full Retreat . .41

Abbreviated Terms in the Game 42
Index 43-44
Warranty 45

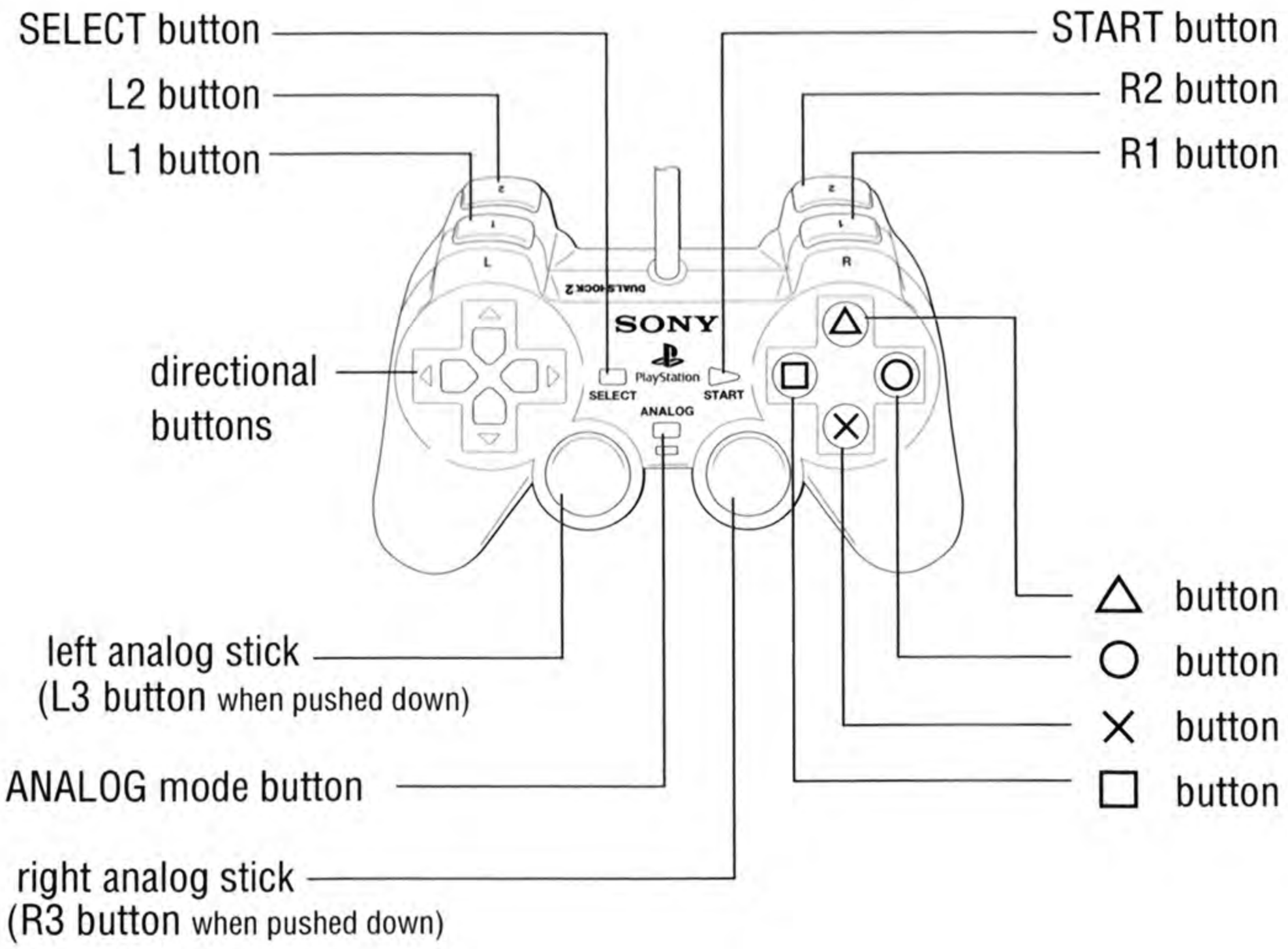
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ROMANCE OF THE THREE KINGDOMS VII disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC GAME CONTROLS

Directions on controller usage are also given during the game.

*Both DUALSHOCK®2 analog controller and SONY digital controller use the same controls.

L1 button:	Switch between cities or information screens, Input minimum amount, Unselect all from list
L2 button:	Displays your base city, Resorts a list
Directional buttons:	Move cursor
R1 button:	Change between cities or information, Input maximum amount, Select all in list
R2 button:	Display map, Change between map and list
△ button:	Cancel, End turn (Main Screen)
○ button:	Execute command, Enter
✕ button:	Select, Unselect
□ button:	Display information, Display control key, Switch list information
SELECT button:	Display Help
START button:	Options

For more information go to Help

By pressing the SELECT button, you can go to the Help screen. If you do not know what to do next, go to the [The Hermit's Teachings]. If you want to know more about commands or data, visit [Commands and Game Terms].

Information Displays

While pressing the □ button, current conditions are displayed. While at this screen, if you press other buttons, you can get a wealth of other information. Note that in the officer list, the only officers shown are those of your own country, those of cities that have been spied out, and those officers with whom you have some kind of bond. Also, the only cities that are displayed are those of your own country and those that have been spied out.

BUTTON	STRATEGY	BATTLE
□ + ⇧	Officers List	Overall information
□ + ⇨	City List	Ploy List
□ + ⇩	Title List	
□ + ⇦	Ruler List	Unit List
□ + L1	City Officer List	

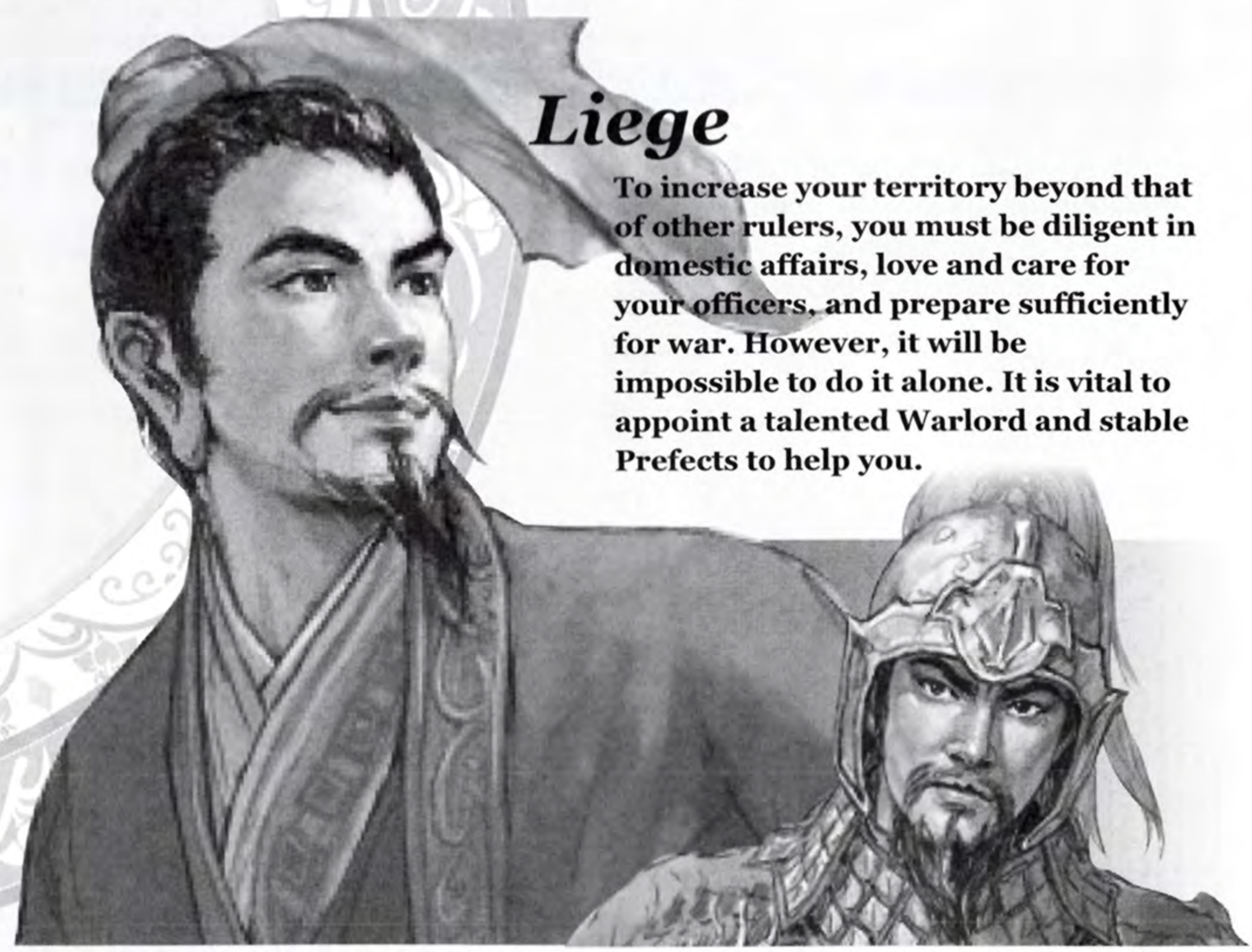
Viewing Lists

Select:	✕ button, R1 button (Multiple Selection, From top down, all that can be selected)
Unselect:	✕ button, L1 button (unselect all choices)
Page through list:	Directional buttons while pressing down the □ button
Sort:	Use the directional buttons to select a topic, then press the L1 button (pressing it again puts it in opposite order)
Change to map:	R2 button (in the case of City or Ruler)
Enter:	○ button
Cancel:	△ button

Surviving the Three Kingdoms Period

Around the year 180 AD, China was reaching the end of the Later Han. The corruption of the Imperial Court triggered a chaotic world that spread and engulfed the entire land. Strong willed men climbed onto the stage of history: some to stop the chaos, some to fulfill their own ambitions. Together they wove the threads of history that are now called the Three Kingdoms.

In [Romance of the Three Kingdoms VII], you become one of those brave officers that answered the call to arms during that chaotic time. Ultimately, your goal is to end the period of chaos that has fallen over the land.
There are many ways of playing. You can play as an officer who helps his Lord to reach this ultimate goal. You may play as the Ruler of a country and forge your own path to power. You can even choose the life of a bystander, and watch from a distance as events unfold. The freedom is yours to play in any way you want.



Liege

To increase your territory beyond that of other rulers, you must be diligent in domestic affairs, love and care for your officers, and prepare sufficiently for war. However, it will be impossible to do it alone. It is vital to appoint a talented Warlord and stable Prefects to help you.

Liu Bei

Cao Cao

Guan Yu

Xiahou Dun

Prefect

Your role as a person to whom a city has been entrusted is to follow your Liege's plan, to expand the country while on the front lines, and to produce and develop resources while away from the battle. Go beyond the expectations of your Liege and become a foundation on which the road to victory can be built.

Warlord

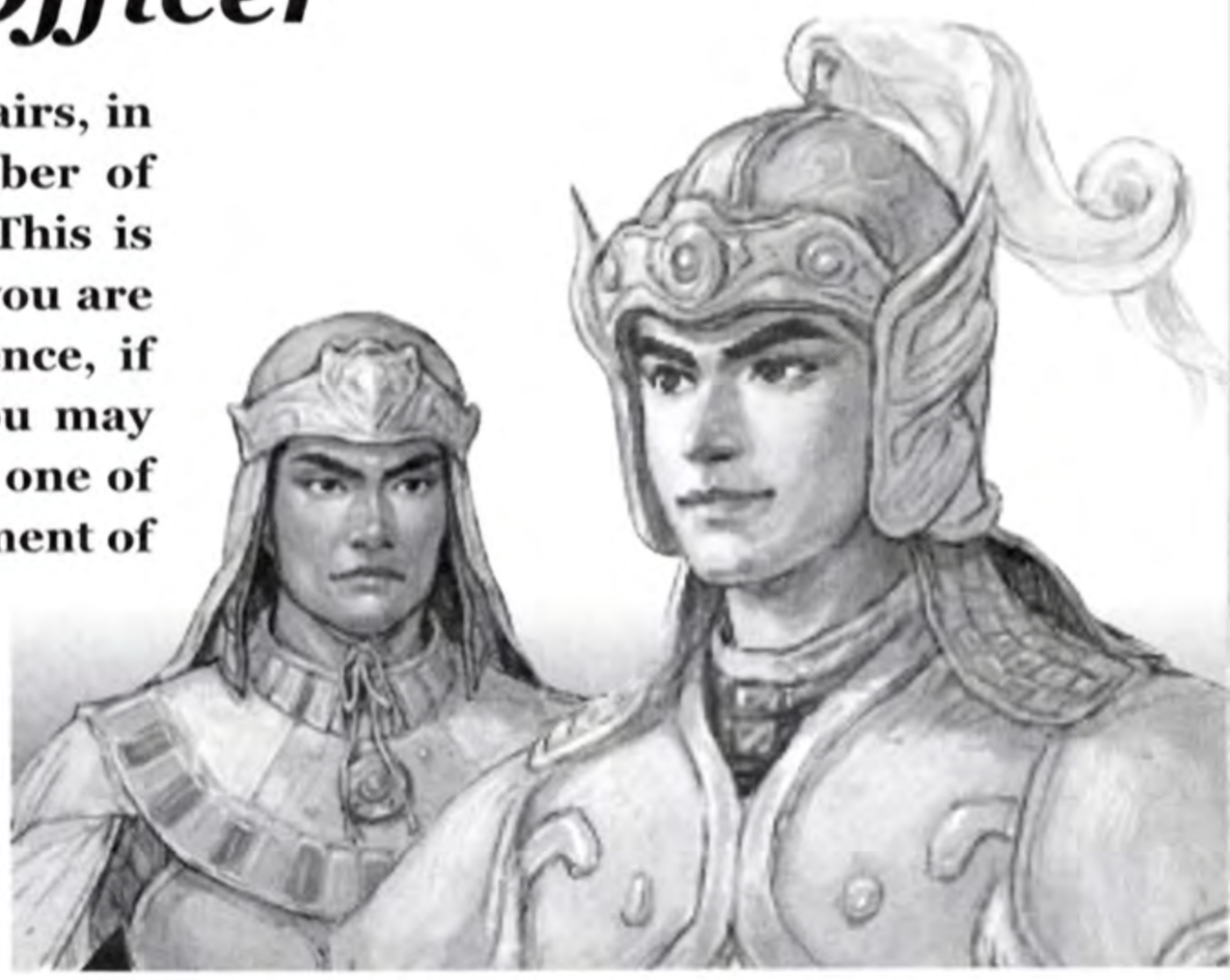
Your purpose is to become the right arm of the Conquering Ruler. You must continually examine domestic works, and cover for any places that the Liege and the Prefects might have missed. It is also important to lend some advice when the Liege and the Prefects are at a loss.

Zhou Yu

Zhuge Liang

Officer

Become an expert in war, in domestic affairs, in stratagems, in diplomacy, or in a number of other disciplines. Work hard and wise. This is the path you must tread as an officer. If you are particularly gifted in politics or intelligence, if you work hard and raise your deeds, you may become either a Prefect or a Warlord. As one of those who uphold the kingdom, not a moment of your time should be wasted.



Gan Ning

Zhao Yun

Hua Tuo

Ronin

Your first goal will be to find the right Liege to serve in, and then open relations with that Liege through letters. Then ask to join his force.
However, the life of a rolling stone, where you enlist with none, communicate with many, and attempt to improve your own personal abilities might certainly be interesting as well.

GAME BASIC

Beginning the Game

GAME START

Place a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. The game requires at least 669 KB to save.

Place the Romance of the Three Kingdoms VII (RTK 7) disk in the disc tray. When you turn on the switch, the opening is displayed. When the opening is finished, or if you press the ◎, ⊗, or START buttons while the opening is playing, it will take you to the Title Screen. By pressing the START button at the Title Screen, the Opening Menu is displayed.

NEW GAME

Select the scenario and the officer. In RTK 7, you can use any of the characters that appear in the game. Select the settings that you want and choose [◎ enter] to begin the game.

Scenario

There are 10 scenarios to choose from. Starting characters change for each scenario.

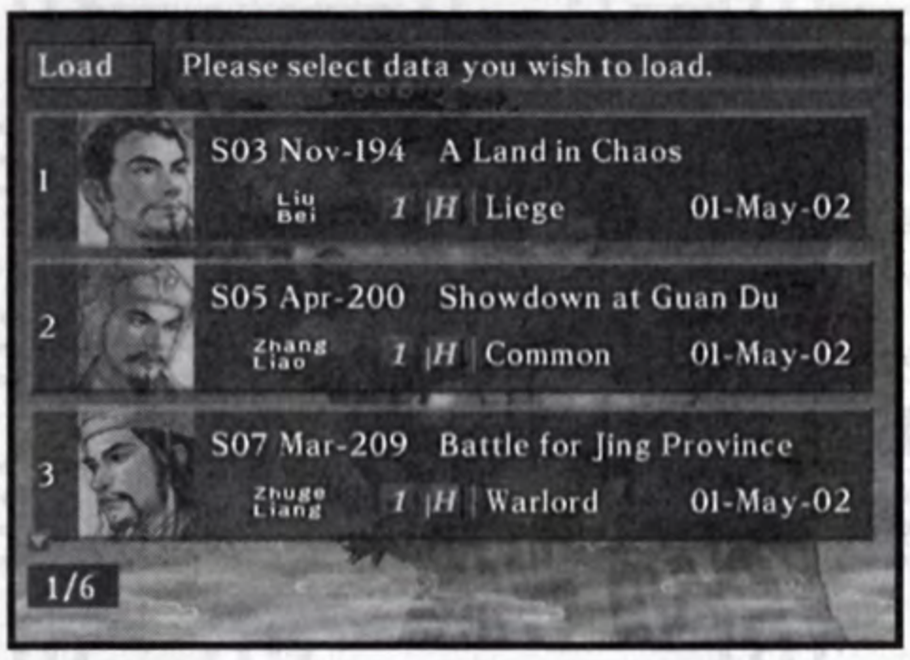
1. 184 Mar. The Yellow Turban Rebellion
2. 189 Dec. Dong Zhuo's Tyranny
3. 194 Oct. A Land in Chaos
4. 197 Jan. The Rise of Wei
5. 200 Mar. Showdown at Guan Du
6. 207 Oct. The Dragon's Ascent
7. 209 Feb. The Battle for Jing Province
8. 217 Feb. The Dawn of the Three Kingdoms
9. 225 Mar. Zhuge Liang's Campaign
10. 257 Mar. Sima Shao's Ambition

Game Mode

You can alter officer settings and level during the game. Select the topic with the cursor and press the ⊗ button. Each time you press it will change.

Topic	Description
Relatives	Make all officer's blood relations follow history (Historical) or be determined randomly (Fiction).
Compatibility	Make the compatibility between all officers follow history (Historical) or be determined randomly (Fiction).
Personality	Make the personality of all officers follow history (Historical) or be determined randomly (Fiction).
Base City	Have all of the Base cities for Undiscovered officers follow history (Historical) or be determined randomly (Fiction).
Level	Select the level of play. Choose between Advanced and Beginner. In Advanced, Bond and Loyalty values are not shown.
New Officer	Select whether or not new officers (pg. 9) enter the game as Ronin.

LOAD GAME



If you have previously saved game data, you can select to load that data and start from where you left off. You may select which saved data you wish to play.

FAMOUS SITES - ITEM COLLECTION

Using the [Sites] and [Item Collection] buttons, you can view at any time, any sites that you find on the game, and all items that you obtain. Try to get them all!

CREATING NEW OFFICERS

You can create original officers and have them appear in the game. You can also play as one of the officers you create. First, select New Officer from the Opening Menu to register new officers. Once registered, the new officers settings can be edited or deleted. You can also link two officers separated by 15 years as parent-child. After the registration is entered, start a new game, choose a scenario, and select New Officer from Select criteria items. To play one of the new characters as a Liege, select New Country to set up his country.

The following times must be set when creating a new officer.

Topic	Description
Name	Choose Last name, First Name, in that order.
Birth	Choose the year of birth. Officers only appear in the game after they are 15 years or older.
Face	Select the face graphic. Graphics change depending on gender.
Type	Choose the officer type. This affects initial ability and skill settings as well as growth during the game.
Ability	Set the starting values for the new officer's War, Intelligence, Politics, and Charisma abilities. You may apportion the bonus as you see fit. Pressing the □ button will change the max level for that attribute.
Skills	Decide on your initial skills. The starting set of skills change each time you select [Skill]. You cannot choose your skills separately.
Gender	Choose the gender of the officer. This changes each time you select [Gender].

SAVE, QUIT AND SETTINGS

Game Save, Quit, and Settings can be accessed through the Options.
The Options can be displayed by pressing the START button when the command menu is not selected.
From the Options you can do the following (Save, Load will only appear from the City Screen.)

Command	Description
Save	Save the current game. Loading the saved game will allow you to take up from the spot where you saved. Initially, Save requires 693KB of free space on a memory card (8MB)(for PlayStation®2).
Load	Load saved data and resume the game from the saved point.
Game Settings	Choose various game settings such as BGM, Vibration, Display Control Key, etc.
End Game	Quit the game and return to the title screen.

ADVANCING YOUR TURN

PURPOSE OF THE GAME

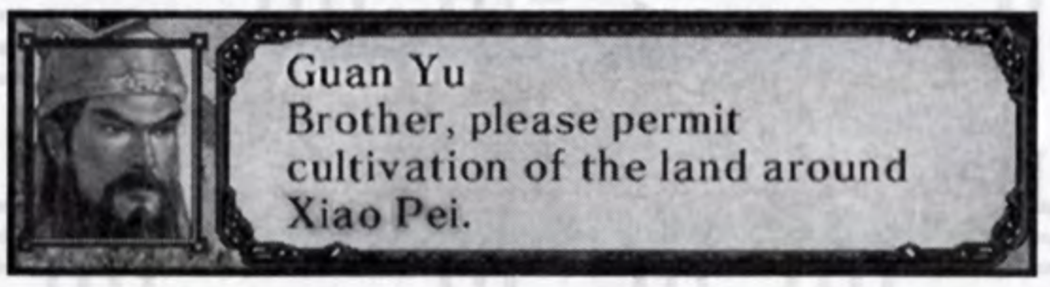
No matter what your initial status is, the goal of the game is the unification of China. The game is cleared after your country encompasses all 54 cities in the Chinese continent.
The game is over in the following circumstances.

- **As a Liege, you have no officers under you when you die.**
- **As a Warlord, Prefect, or Officer, there are no officers to whom you can entrust your dream after you die.**
- **As a Ronin, if you die, or if another country unifies the continent.**

FLOW OF THE GAME

Each month, you have a turn. During this you perform a number of commands.
The commands you are able to do are determined by your status. There are five different statuses that you can be: Ronin, Officer, Prefect, Warlord, and Liege. If your status changes, so do the commands you are able to perform.
Action Points (AP) are necessary to perform commands. When you are through, press the △ button to select Rest and to end your turn. Your turn will come again the next month.

SUGGESTING AND PERFORMING COMMANDS



Depending on your status, there are certain commands that you cannot perform without the Liege, or Prefect's permission. In those cases, the higher your bond with either the Liege or the Prefect, the easier it is to have your suggestions approved. You will occasionally be asked to perform a command by another character. In those cases, you choose whether to accept or not. If you accept, the bond between the two of you strengthens. If you refuse, it weakens.

TYPES OF COMMANDS

There are three types of commands: City Commands, Individual Commands, and Ruler Commands.

City Commands

An officer can only do one of these per turn. For this reason, if you accept the Liege's request to do, say development, then when your turn comes, you will be unable to perform a city command. Prefects and Officers can only perform these in their base city. Personnel, Diplomacy, Military, Domestic, Plot, and Wander fall into this group.

Individual Commands

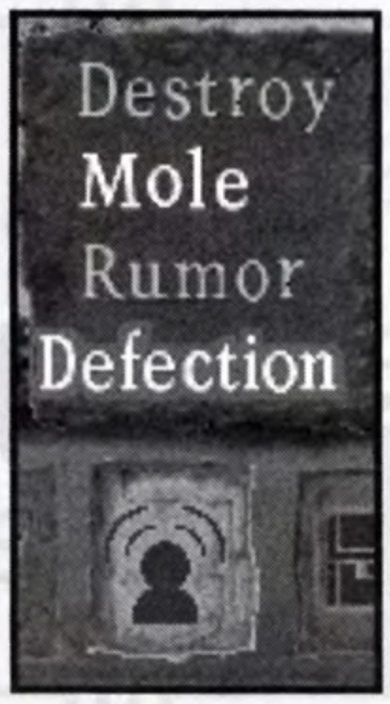
You can do any of these Individual commands as many times as you want, as long as you have enough AP. These can only be done in your base city. Finance, Social, and Personal fall into this group.

Ruler Commands

Only the Liege can perform these. Ruler falls into this group.

PERFORMING COMMANDS

The commands on the Strategy Screen are selected using the directional buttons to highlight and the ⊗ button to select. Highlighting a command type and pressing the ⊗ button displays the sub-commands. Use the directional buttons to highlight the sub-command you wish to perform and then press the ⊗ button again. You cannot select commands you cannot perform.
Each sub-command has its own screen. However the basic controls are listed below. For the controls that affect the city and officers' list, please see pg. 4.

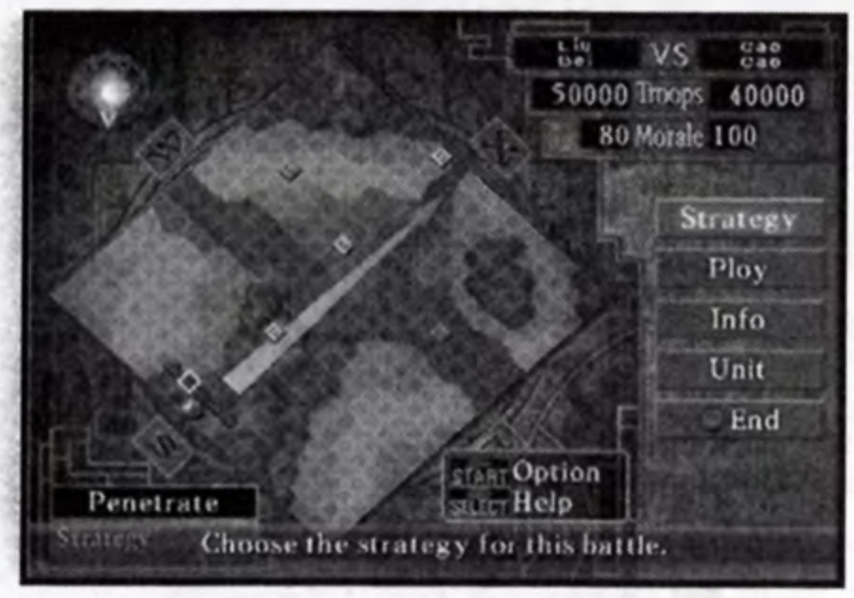


Purpose	Control
Cursor movement	Directional Buttons
Select	⊗ Button
Perform (regardless of the cursor position)	◎ Button
Command Cancel	△ Button

During your strategic turn, if you press the □ button, current information is displayed. Also pressing the directional buttons or L1 button will take you to even more detailed information(pg.4).

FIGHTING BATTLES

SETTING YOUR STRATEGY



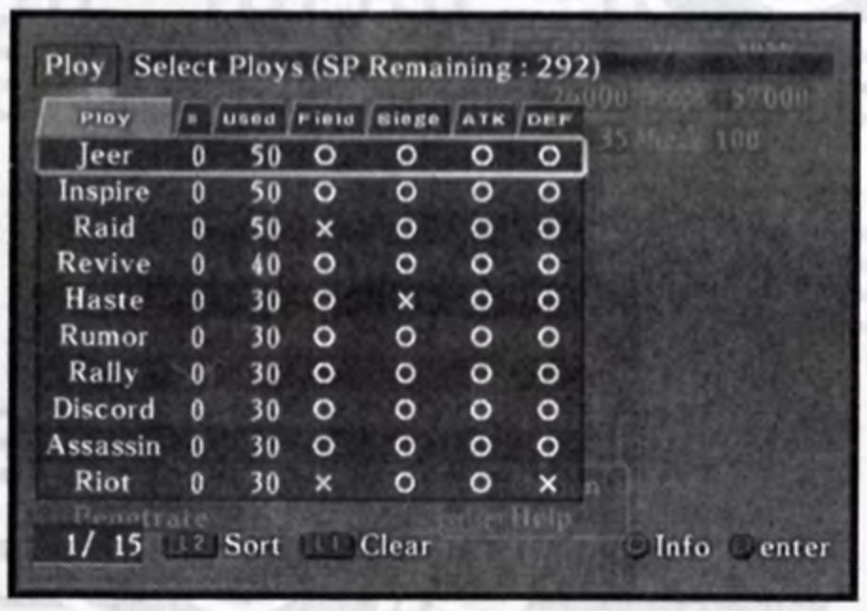
Whether you are doing the attacking or being attacked, before the battle begins you will have a planning session.
First, the tactician will establish the strategy, ploys, and traps (Defense). The commander makes any changes and then confirms the strategy. (Traps cannot be changed.) Any other officers are only able to review the strategy.
In an army without a tactician, the commander makes the plan. However, in that case, he cannot use ploys and traps.

Strategy

Strategy means different things for the offensive and the defensive sides.

Side	Details
Offensive	Refers to the path of the army on the battlefield. You complete the strategy when you take all of the outposts along your chosen path. Completing the strategy causes the attackers morale to grow greatly, and the defenders to drop greatly. However, if you go over the given time limit, the amount of change drops.
Defensive	Refers to the type of defensive strategy. Select Field or Ambush for a field battle. And select Siege to choose to fight from behind castle walls.

Ploys



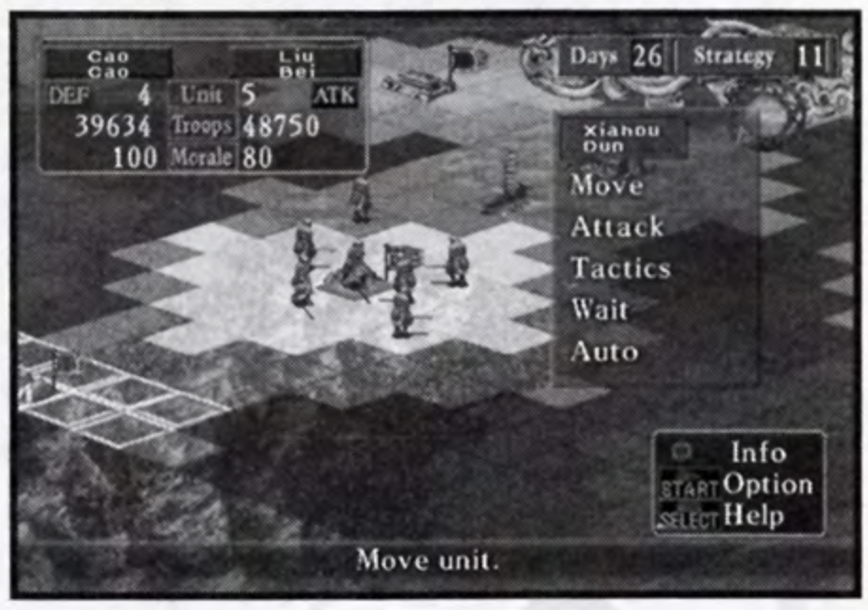
Ploys can greatly affect the outcome of the battle if used properly. Only those ploys that are chosen during the planning session will be available during battle. For that reason, you must carefully consider the terrain and battle conditions when choosing what ploys to prepare. Available ploys depend on the officers participating in the fight.

Traps

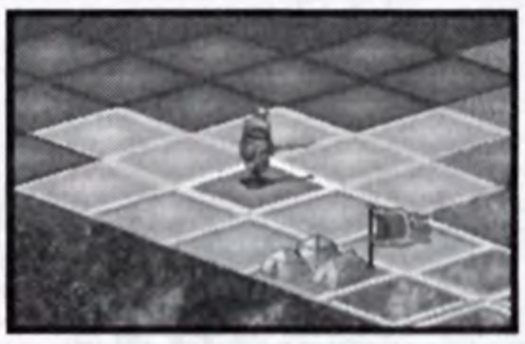
One type of Ploy. Traps are set on the battlefield. They can only be set by the tactician of the defensive army.

ACTIONS ON THE BATTLEFIELD

The Battle Menu will be displayed for each unit when it is it's turn. Commands are chosen from this menu.
To view terrain and other information, press the △ button to remove the Battle Menu. Pressing the □ button will display information concerning the terrain and/or the unit highlighted by the cursor. Pressing the ⊗ or △ button will return you to the Battle Menu.



Move



Moves the unit around the battlefield. You can choose between Normal, Probe (movement while searching for traps), and Dash (increased movement range, requires the Dash Skill). When selected, the movement field is shown. You can select a destination anywhere within the highlighted area. Following movement, the Attack, Tactic, Occupy, Retreat, and Wait commands are available. However, if you use Probe or Dash, you will be unable to use any further Tactics.

Attack

Attack any enemy within the attack field. Available attacks differ for each unit type.
When chosen, a marker is shown on any enemy within range of the attack. You select the target.

Tactic

Employ Tactics such as Fire. Available tactics differ depending on the unit officer's skills and on the terrain. When chosen, a marker is shown on any unit or square within range of the effect. You select the target.

Ploy

Employ one of the ploys that you selected before battle. Only available for the tactician.

Wait

Wait in place. Waiting without movement raises your Movement Points (MP) by 1. Maximum MP is 15.

Occupy

An offensive unit attacks and occupies the outposts of the defensive side.

ACTIONS DURING A SIEGE

The commander gives commands to the entire army. The commander also orders which Ploys to use. However, if there is no tactician, no Ploys can be used. In general, each unit will follow the commands of the commander. The player however can choose to refuse the group command and act for himself.
If there is no commander, each unit officer acts for himself.

Army Action

The entire army acts together. The choices of Full Attack, Full Ram. Full Retreat, and Full Wait are available. The commander makes the decision. It is probably best to concentrate the attack with either a Full Attack or a Full Ram.

Unit Action

If the commander selects [by Unit], each unit acts separately. Attack, Ram, Duel, Tactic, Wait, and Retreat are available to each unit.
Unit action has a number of advantages. It allows you to use actions unavailable to the entire army (Duel, Tactic). It allows you to concentrate your attack on one enemy unit (Full Attack attacks all enemy units). It also allows you to protect one of your unit's that might otherwise be destroyed in an army action.

Ploys

The commander orders the tactician to carry out ploys. After the ploy has been decided, the commander gives commands to the rest of the army. A ploy cannot be used after another command is carried out.

FLOWER OF BATTLE - DUELING

When the player's character is involved in a duel, the player selects a fighting style. Battle styles are, from top to bottom, Aggressive, Offensive, Normal, Defensive, Protective. There is a greater chance of more powerful attacks the higher you go in the list. However, you also leave more openings to being hit.
You select the fighting style 5 times in all. The person whose health reaches 0 first loses. If neither reaches 0 then it is a draw.

DAILY LIFE

There are a number of things that you can do. However, as there is a limit to how much you can do in one turn, you need to plan your actions wisely. You must not waste any actions. You must plan your strategy carefully.
Here, the most important things to keep in mind will be explained. Depending on your status, there are many actions that you can or cannot do. There are other things that you should do. Use the detailed command guide and the game help, try a number of things on your own to develop your own unique playing style.

Understanding Information

One of the most basic things you must do is gather and understand information. Data concerning your and other officers' abilities, cities, countries, and a variety of other information can be vital to your success. Here we will explain how to view some of this information. For further information, please see the detailed explanations within the game.

OFFICER INFORMATION

Act

Displays whether or not an officer has acted this turn

Arms

Displays what war armaments the officer has, and what unit types can be formed

Item

Shows the items in that officer's possession

Ability

Displays the officer's general abilities

Skill

Displays all skills this officer knows

CITY INFORMATION

Area

Name of the area in which the city lies.

Merchant

Tells whether or not a merchant is present. When a merchant is permanently in a city, it shows [Always].

Condition

Displays the city's basic information.

Budget

Displays the projection for yearly income and expenses. If domestic values change, so will the projection.

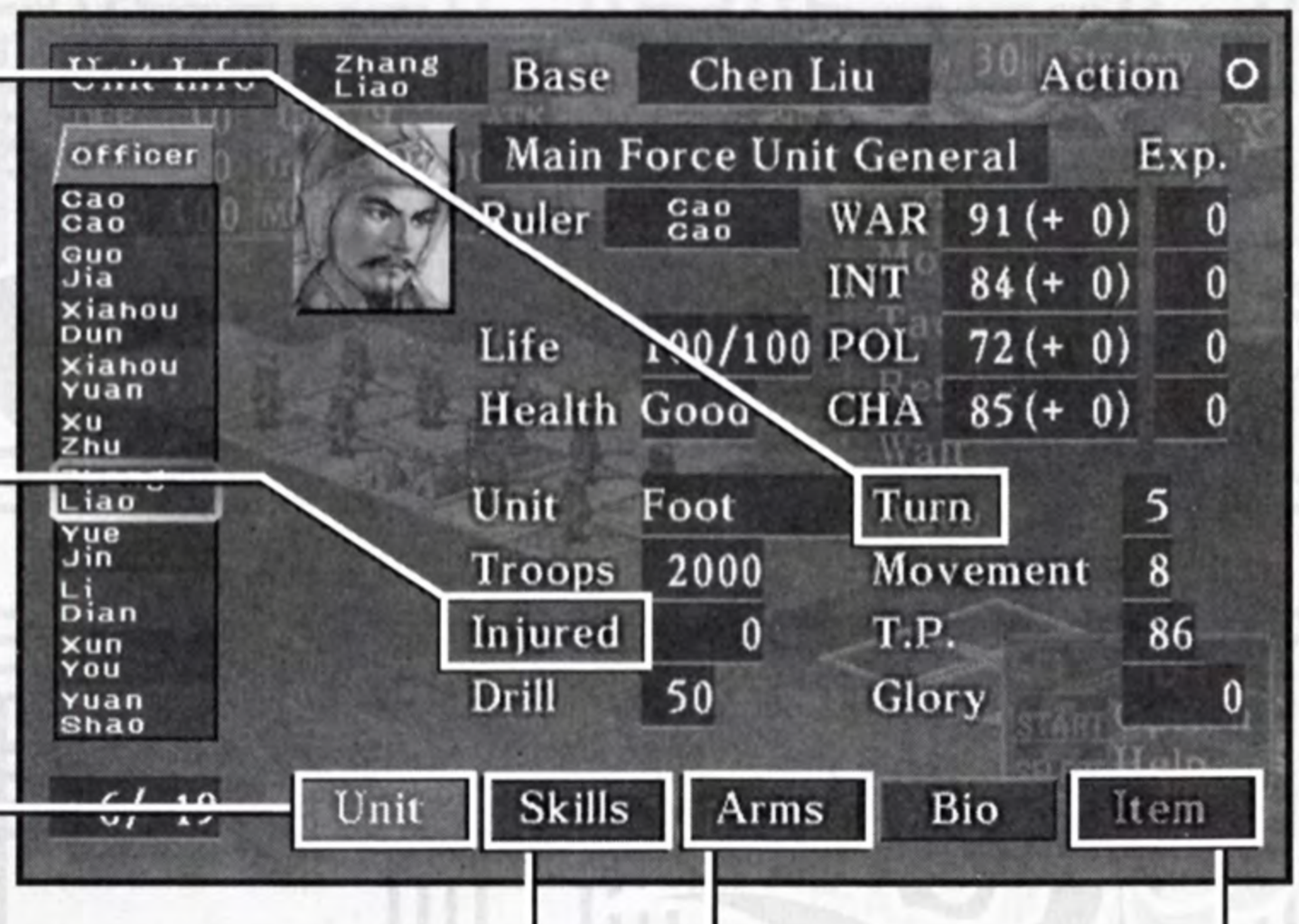
Officer

Displays a list of all officers in the city.

City Type

Affects what items can be made within that country.

UNIT INFORMATION



Turn

The order in which your turn will come. Depends on the unit type and the officer's INT.

Injured

Number of injured men in the unit. The men can be healed using the Tactic [Heal].

Unit

Displays the unit's basic information.

Skills

Displays the unit officer's skills.

Arms

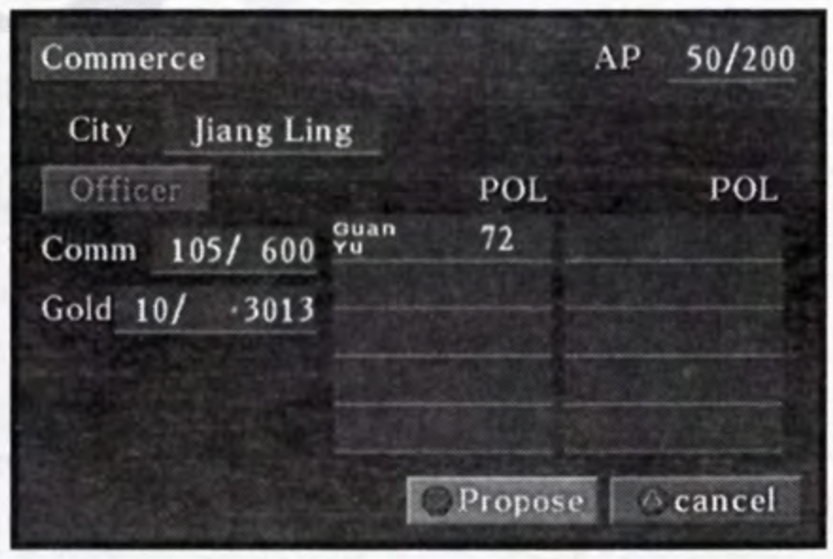
Displays what war armaments the officer has. Current unit type is displayed in [Unit].

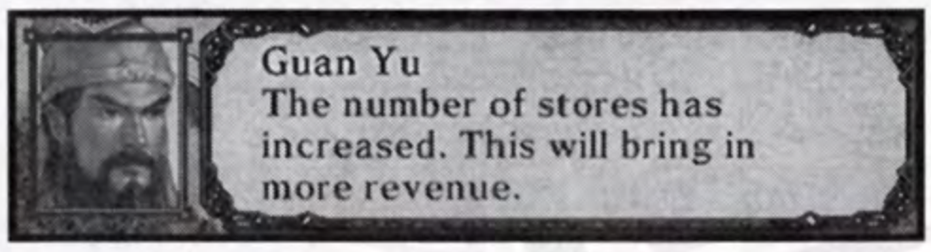
Item

Shows the items in that officer's possession.

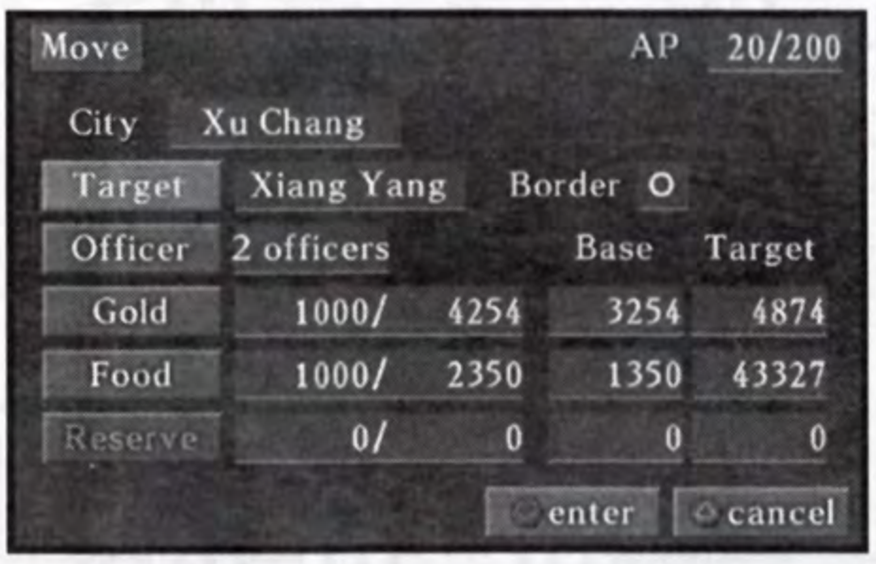
STRIVE FOR WEALTH ~ DOMESTIC

Use DOMESTIC commands such as CULTIVATE and COMMERCE to make your cities wealthy. Your income will increase.
However, remember to frequently work on SAFETY as well, so that your townsmen can live safely.
FORTIFY your walls and defenses in case of attack and raise the TECH level of the city to produce advanced weapons for your troops.





WORKING WITH PEOPLE ~ PERSONNEL AND RULER



Both the Liege and the Warlord can use the PERSONNEL commands. One of the most important things to do is get the right people in the right spot with MOVE and SUMMON. And, of course, adding talented officers to your workforce with SEARCH and HIRE is also vital and should not be forgotten.
Prefects can also move themselves and their officers to other cities as necessary. officers should use the MOVE command to move themselves to some place they can work at.
Only the Liege can use the RULER commands. With these, a Liege can raise or lower an officer's status, and set each cities policy through its Prefect.

LINKING CITIES

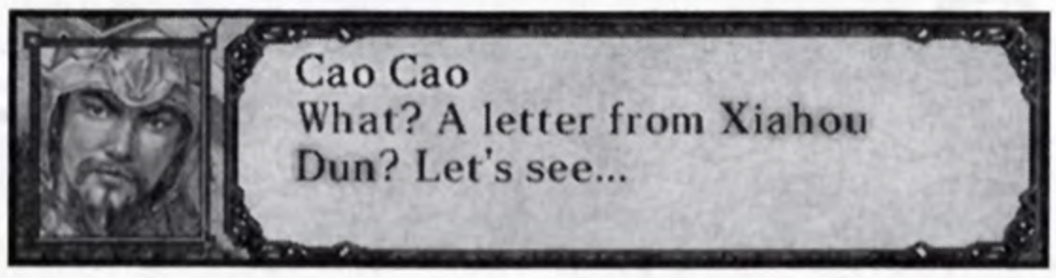
Cities are connected by roads. A Liege or Warlord cannot issue commands in a city that is not connected to the rest. officers in such cities cannot move or transport goods to cities that are not connected to their own. You must be careful that none of your cities get cut off.

If 4 is an enemy city, then 1 and 2 are linked. 3 is not linked.

ACTING BY YOURSELF – SOCIAL, PERSONAL AND OTHERS

A lot of activities outside your normal duties can be done. From activities that aid your country, to activities that destroy it, there is a wide breadth of activities that an individual can do. A few of these will be explained here. However, there are many others so we suggest you view the detailed command information or the game help.

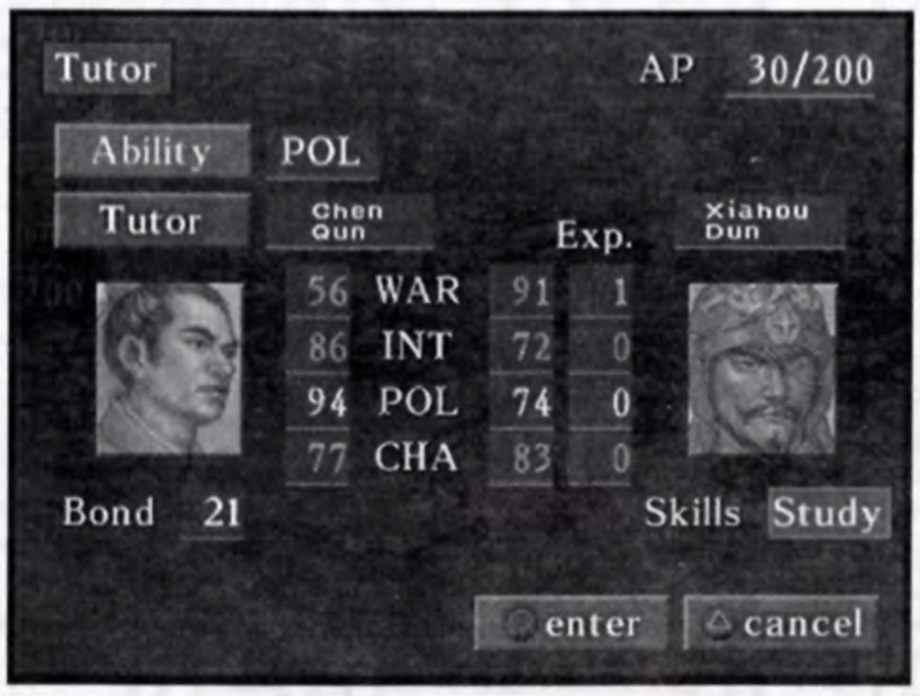
INTERACTING WITH OTHER OFFICERS



You can maintain and deepen Social contact with all officers regardless of rank or status through LETTERS or VISIT. Maintaining contact with talented officers can frequently be of aid, regardless of whether it is an enemy or not.

IMPROVING ABILITIES

Improving your own abilities is a must for getting new and better results. With the PERSONAL command TRAIN you train alone, while with TUTOR, you receive help from someone who is better than you in some area.

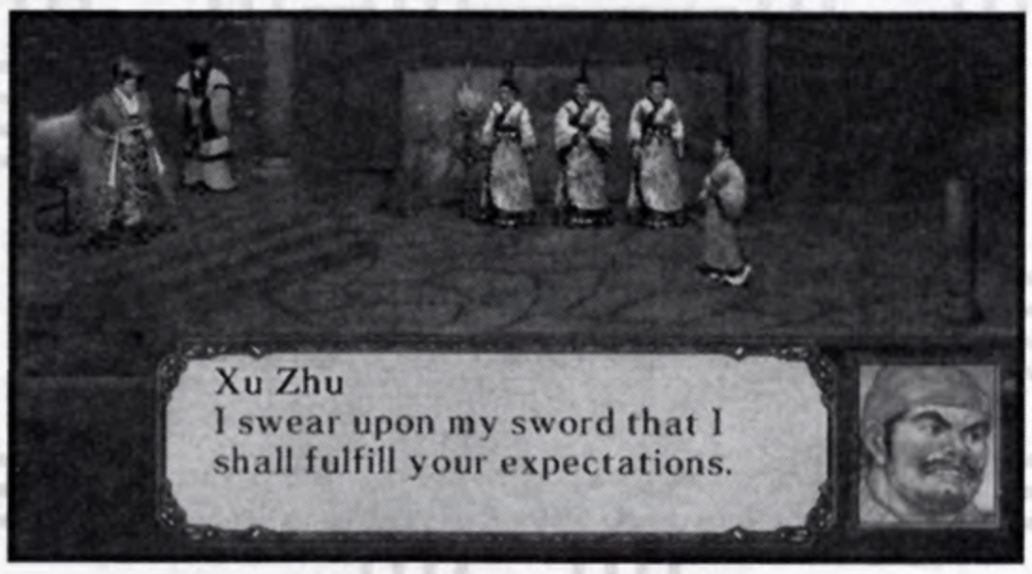


CITY PATROLS

Xiahou Dun enjoyed the feast with the villagers.

With the PERSONAL, PATROL command, you meet with the people and improve relations there. Raising the people's trust will also help in domestic areas as well.

JOINING THE OFFICERS

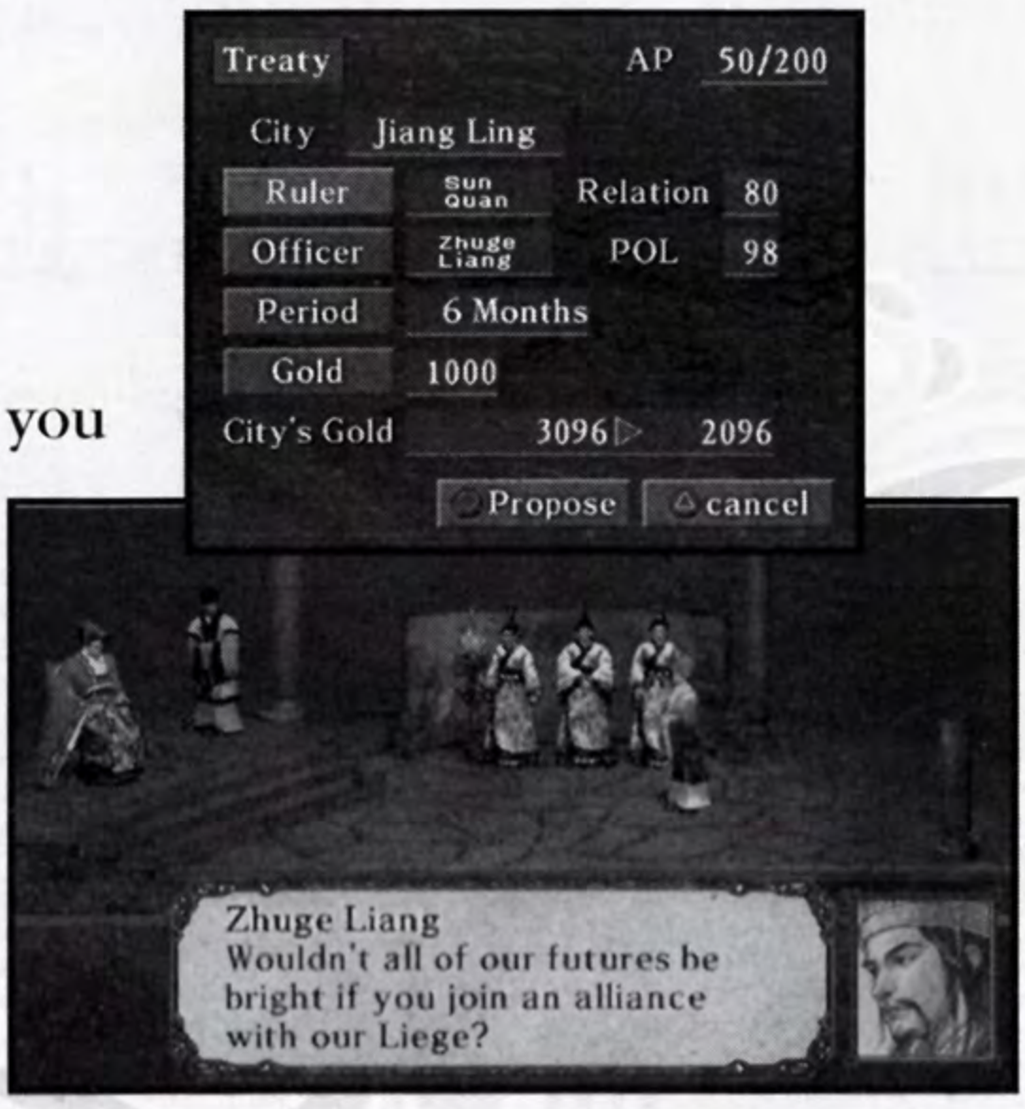


A Ronin can always find and try to join a Liege that he likes. By using the PERSONAL, ENLIST command, you can offer your services. But before you do, it might be a good idea to get to know the Liege better personally.

NEGOTIATING WITH OTHER COUNTRIES – DIPLOMACY

As diplomacy affects the entire country, normal officers are not allowed even to suggest actions. It is that important.

RELATION WITH OTHER COUNTRIES

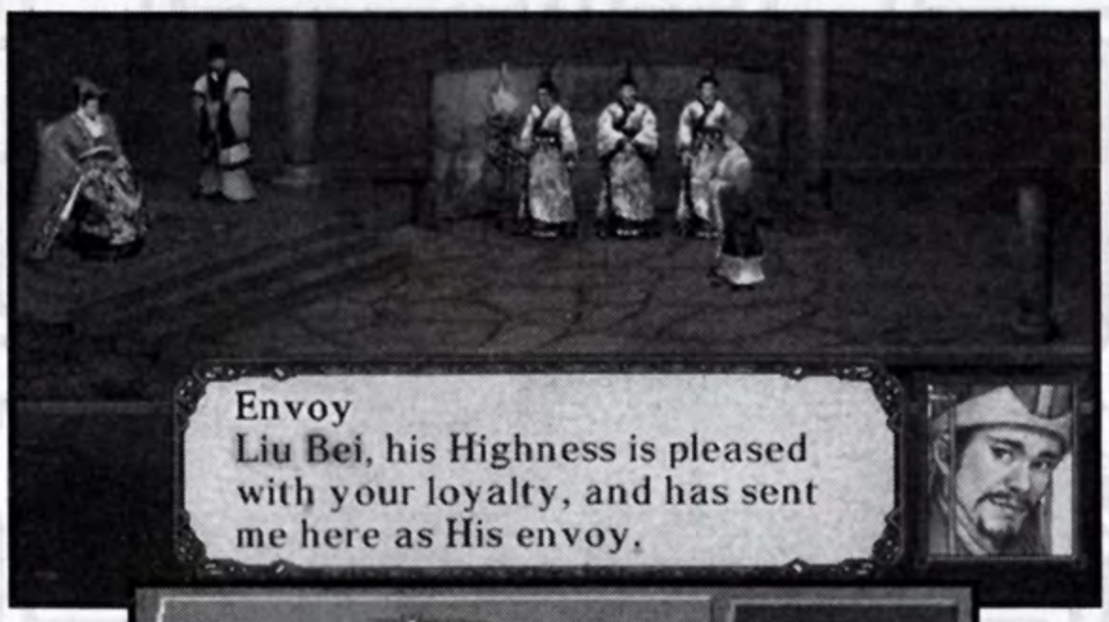


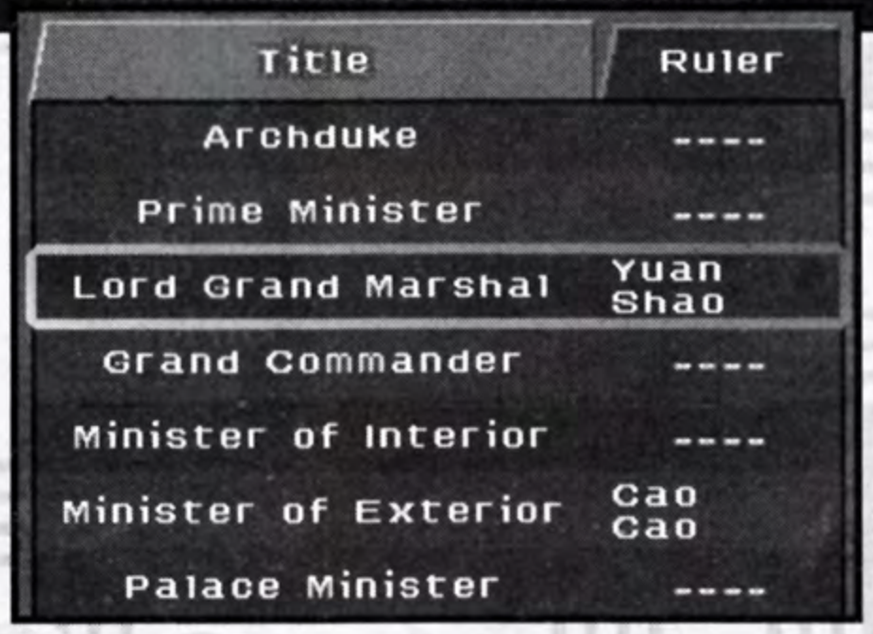
Strengthening relations with countries you do not want to attack and forming joint attacks with your allies can be extremely effective.
Using the DIPLOMACY command of ENVOY to send gold to another country is a good way to strengthen friendly ties. It makes it a lot easier to conclude alliance TREATIES.

With those allies, you can then form JOINT attacks and have your allies send reinforcements when you attack an enemy city.

Also, you can ANNEX a country that is considerably weaker than your own without bloodshed by having them surrender.

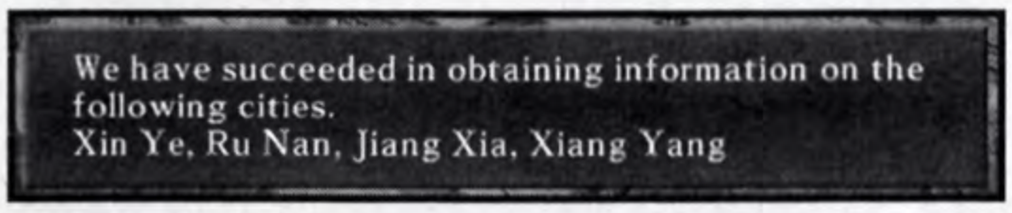
RECEIVING TITLES FROM THE COURT

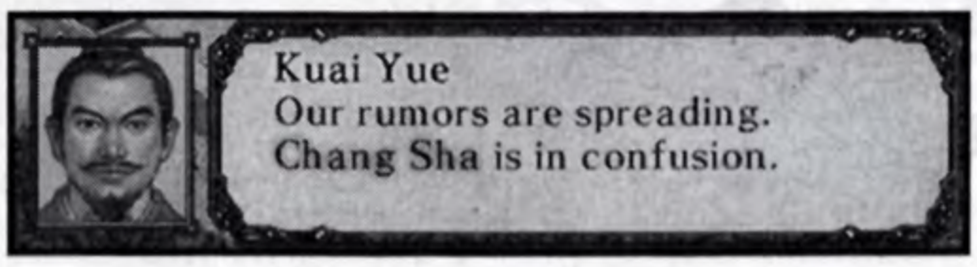




With the DIPLOMACY command AUDIENCE, you can present gold to the Imperial court and raise your Imperial Favor. When this grows a certain amount, the court will send an Envoy to you with the Emperor's wishes. If the Liege accepts this, the Liege's is given a higher title and he is able to assign higher ranks.

SHOWING YOUR CUNNING – PLOT





Using plots to weaken your enemy can help to reduce unnecessary battles. The higher your intelligence, the more likely these plots are to succeed. But remember that before you can plot against a city, you must first gather information on that city. Use either PLOT's SPY or PERSONAL's SPY to gain information on the city you wish to plot against. The following are some of the plots you can carry out against your enemies.

Defection: **Persuade an enemy officer to defect to your side in battle**

Rumor: **Let free a bad rumor in an enemy city to lower the safety.**

Mole: **Send men to infiltrate the enemy unit and confuse them during battle.**

Destroy: **Destroy an enemy city's walls to lower the defenses.**

USEFUL SKILLS FOR THE COMMAND PHASE

There are 32 different skills. They are all useful, but ones that are particularly useful will be introduced here. If you play as an officer with these skills, you must try to use them as effectively as possible.

Spy	Invent	Tame	Trade
Counter	Reversal	Aid	Scout
Valor	Charge	Duel	Dash
Repair	Navy	Missile	Volley
Riot	Wile	Rumor	Chart
Flood	Rally	Jeer	Sap
Mystic	Bless	Zeal	Study
Doctor	Oracle	Critic	Wealth

Zeal – Recovery of AP is faster with this skill. Because of this, more can be done each month. Over the long run, this can help your forces out quite a deal.

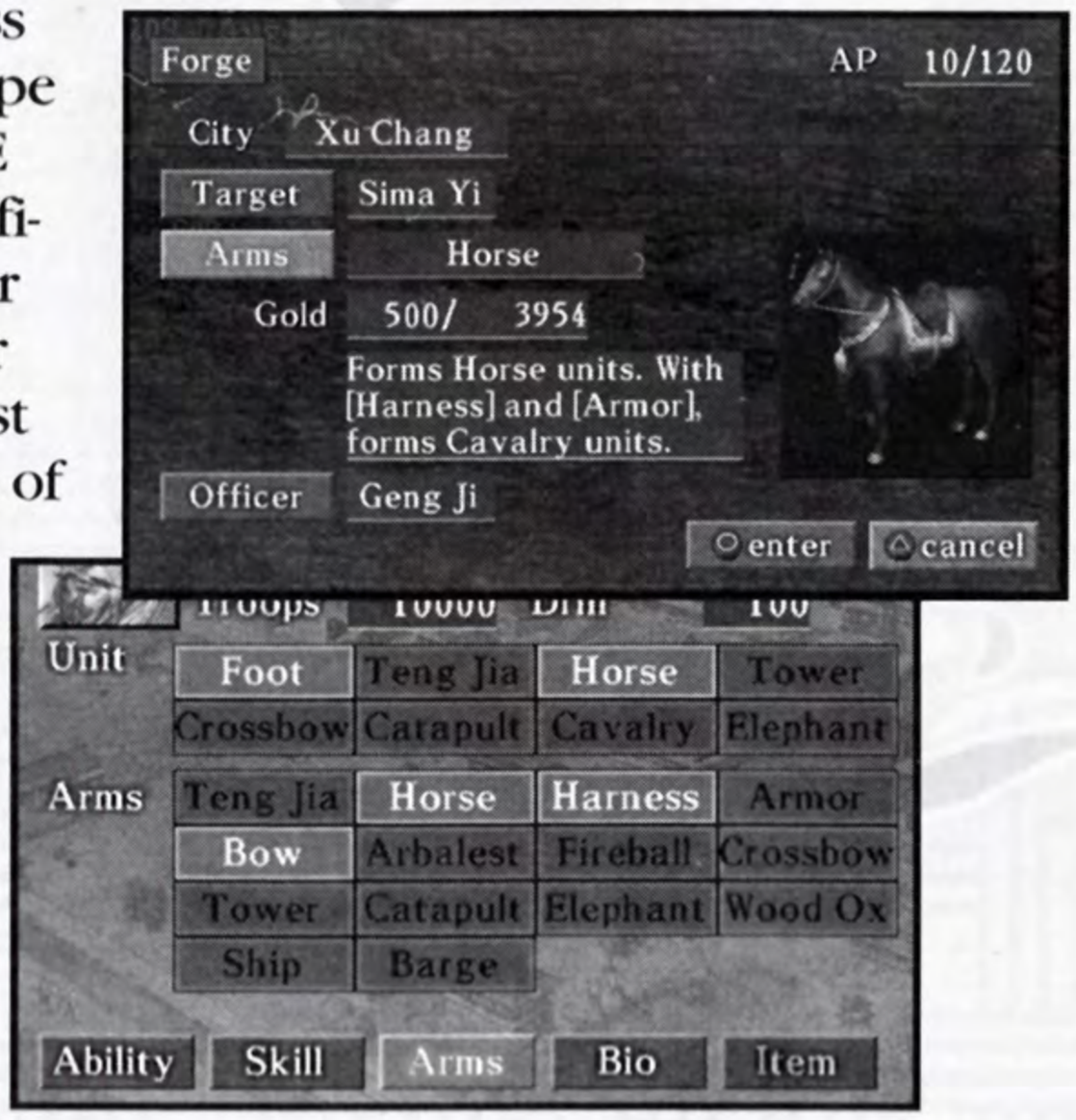
Invent – This allows you to forge special items. If the country has the proper products and the city has a high enough Tech rating, you can make items like catapults and arbalets

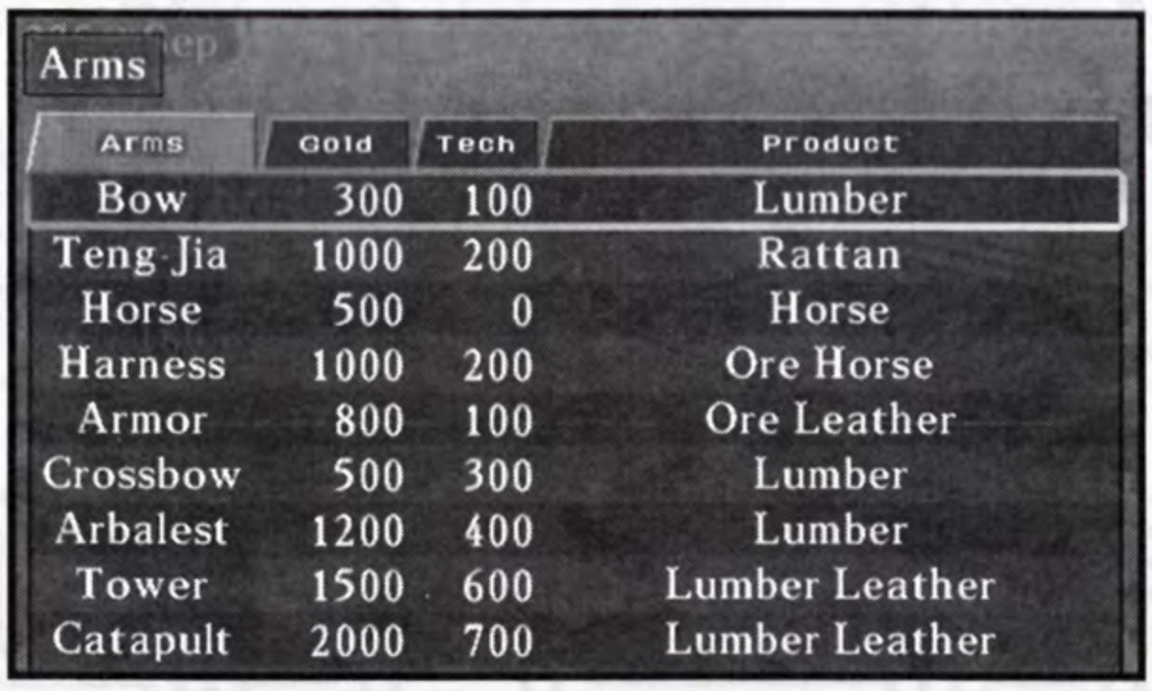
Study – The effects of Train or Tutor are greater with this skill. It can make a normal officer into a talented General. It can also help you to your own weaknesses in an amazingly short time.

Trade – You have an advantage when buying food with this skill. Still an even more important thing is that you can buy items cheaper. With weapons and books you can raise your abilities even without training.

PREPARING YOUR ARM – FORGE

For the majority of the officers, unless you give them arm, their only unit type will be Foot. The DOMESTIC, FORGE command allows you to give your officers crossbows, horses and other war armaments. These then broaden their range of available unit types. You must take into mind things like the terrain of the city you wish to attack in order to make an informed decision on what arms to select.
The level of the arms provided depends on such factors as the city's tech level and products, and the officer's skills. If the conditions are right, excellent arms can be forged.

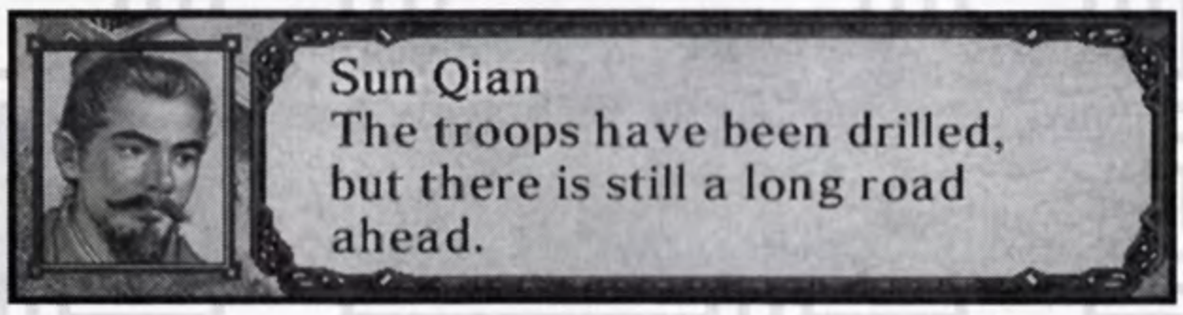




Arms currently available in your country will be displayed when you select Arm in the Forge screen. Necessary requirements for those arms are also displayed here.

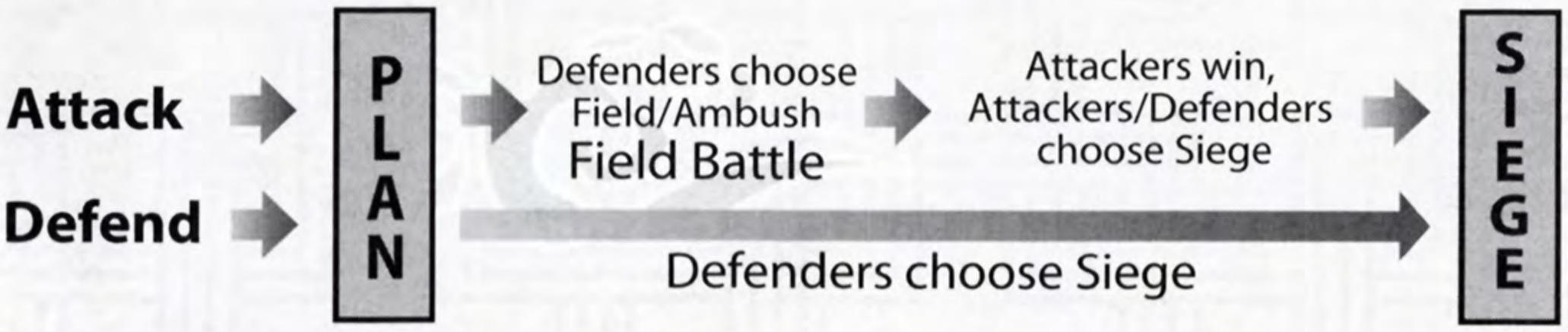
CONSCRIPTING AND DRILLING – MILITARY

Troops are gathered from the city's population. Use MILITARY's CONSCRIPT to gather potential troops together. Keep in mind, however, that unless you drill these men well, they will be of little use to you on the battlefield. You should always use DRILL to prepare your men thoroughly.



CROSSING BLADES – BATTLE

With the MILITARY's MARCH command, you can attack an enemy city. On the other hand, if you are attacked, you march out to meet the enemy. The general flow of battle follows.



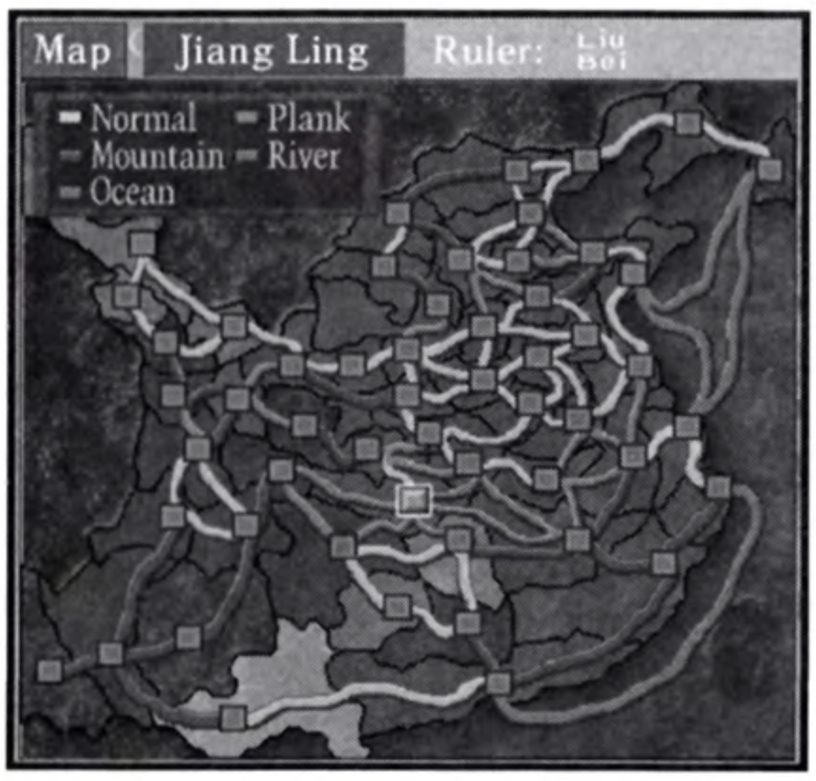
CONDITIONS FOR VICTORY AND DEFEAT

There are 2 types of battle, Field Battle and Siege. Victory is obtained if any of the following conditions are fulfilled. Remember though, that even if the attackers win the field battle, if the defenders choose a siege, the battle continues.

- **Enemy Liege is captured**
- **Enemy's main army (non-reinforcements) are wiped out**
- **Enemy Morale drops to 0**
- **Enemy Liege retreats from the field (Field Battle)**
- **For the attackers in a siege, when city Defense reaches 0**
- **For defense, when remaining turns reaches 0**

TYPES OF ROADS

In addition to the normal roads, there are a number of others that connect cities together. There are mountain paths, river roads, and sea roads. There is also a very dangerous plank road, consisting of logs pounded into the side of a cliff, with planks laid across them for people to walk on. When attacking a city, the type of road you traveled to get to the target city affects your initial morale. Remember to keep this in mind when planning your attack.

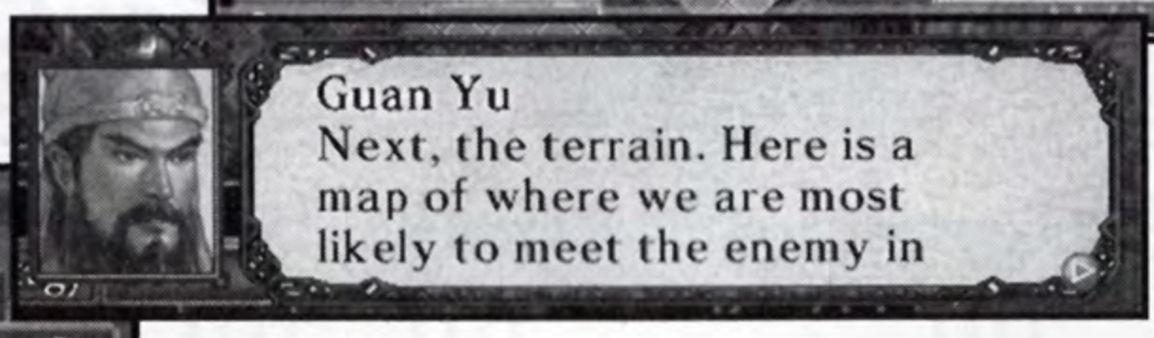


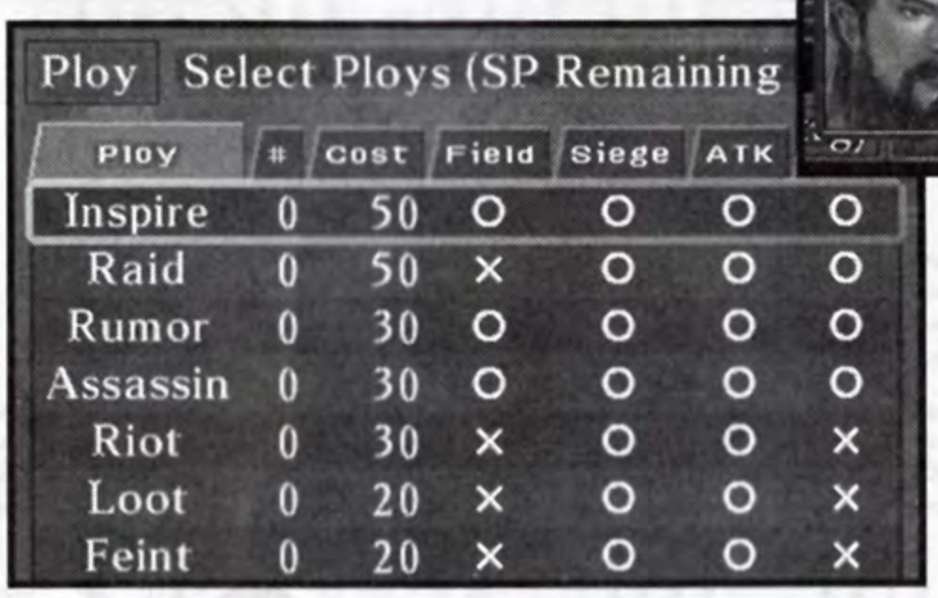
Effective Planning

Both offense and defense plan their strategies before battle. The attackers decide their strategy (path of march), and their plans. The defenders decide their strategy (type of battle), plans, and placement of traps. There are a number of different types of plans, some exclusively offensive, some exclusively defensive.

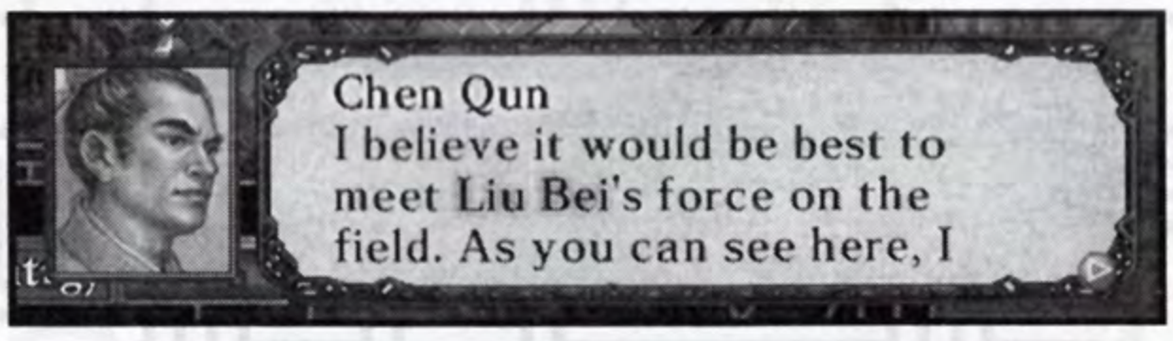
Offense

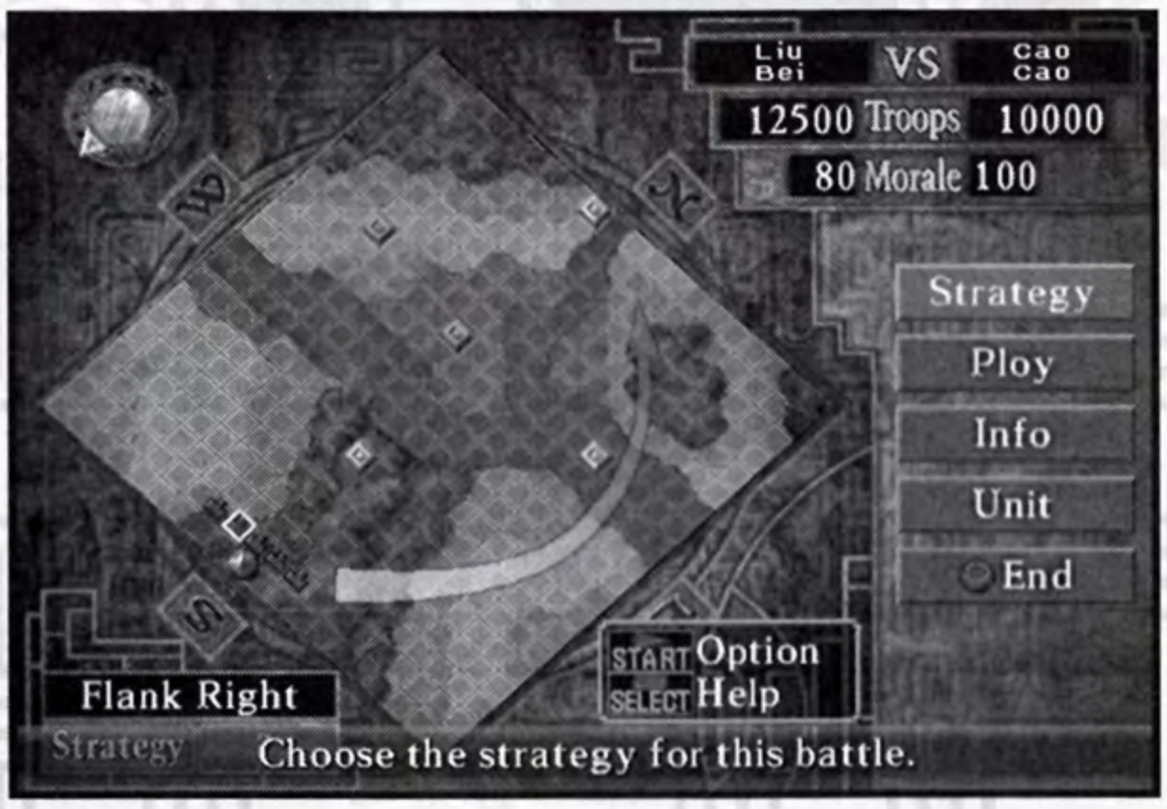
The tactician proposes the strategy (path of march). The commander makes whatever adjustments are necessary and then approves the plan.
No other officers can participate in the planning.
In the field, occupying all of the outposts along the planned route within the given time limit will raise your morale greatly, as well as lowering the enemy's morale. Exceeding the time limit lessens the affect.





Defense





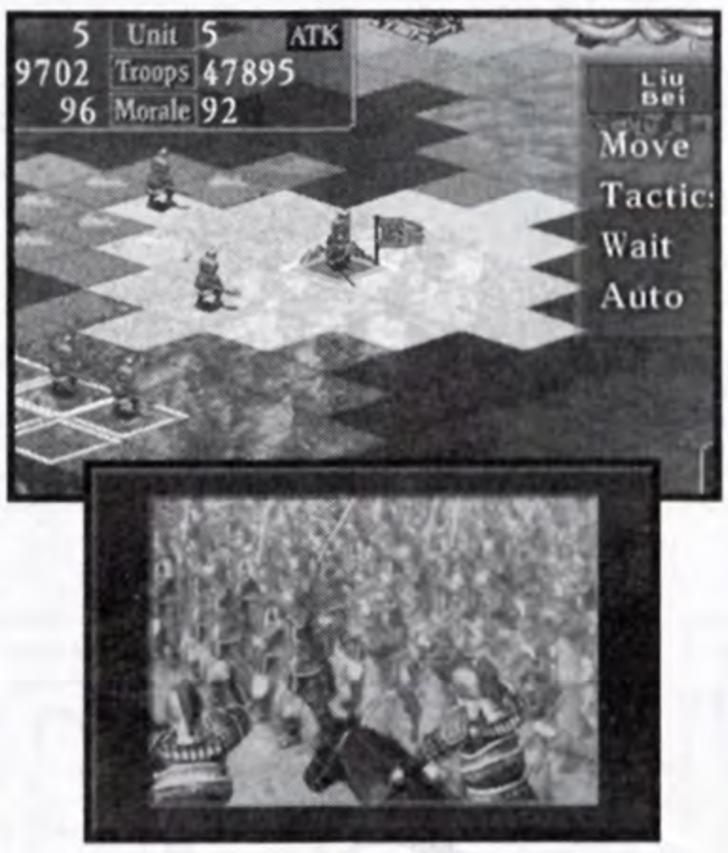
The tactician proposes the strategy (type of battle). He also handles placement of traps. The commander makes whatever adjustments are necessary to everything except the traps and then approves the plan.
No other officers can participate in the planning.
Selecting either Field Battle or Ambush results in a field battle. Regardless of whether it succeeds or not, choosing ambush will negate the enemy's planned strategy (path of march).

Actions on the Battlefield

The unit order in field battle is decided by a combination of factors including unit type and officer intelligence and is irrelevant of which side you are on. During a siege, the offense and defense take turns acting.
If you win, you can take prisoners. However, it is the Liege that decides what to do with them.

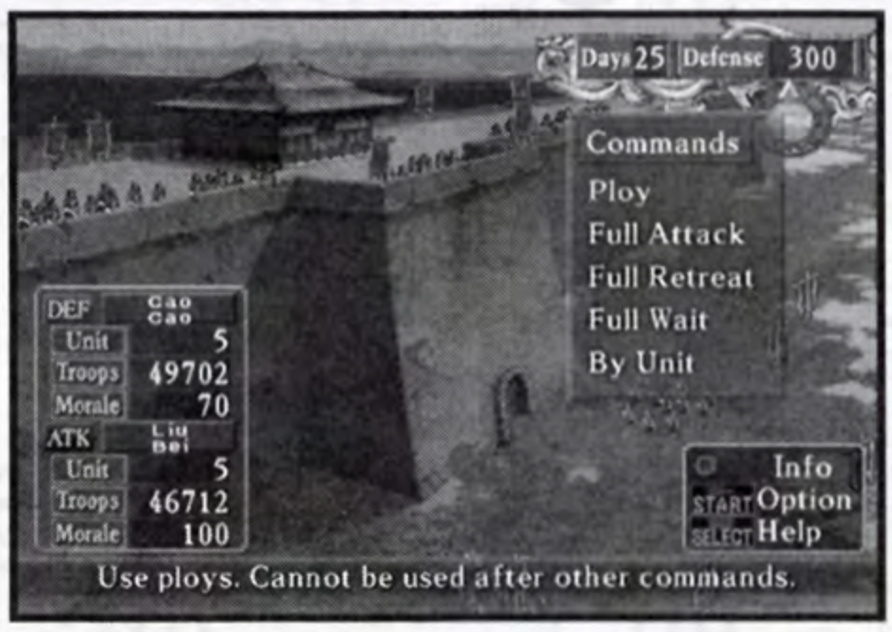
Field Battle

Each unit fights by selecting between commands like Move, Attack, and Tactic. The tactician can also use whatever Ploys he selected during the planning session.
If the offense wins the field battle, as long as the defense have troops remaining and able to fight, they can choose a Siege and continue to fight. If the offense side wins but retreats before the siege, the battle ends in a draw.



Siege

For both the offense and defense, the commander determines each turn whether to do a combined action or for each unit to act separately. A Full attack has the entire army attacking together. However, any unit other than the commander can refuse to participate in the combined attack and act on its own. If there is a tactician, the commander can command a ploy to be used.
If there is no commander or if a unit chose to act on its own, then the units act separately.



Effective Skills Battle

These are skills that are very useful in battle.

Valor – Though surrounded by the enemy, you are not susceptible to the effects of being surrounded. This is a must for all warriors on the front lines.

Aid – Give assistance to confused or taunted units. This ability can sometimes be the difference between victory and defeat.

Doctor – Heal the wounded of friendly officers, returning them to the battle. This is extremely useful on the battlefield.

CITY - PERSONNEL

NOTE: On pg. 25-30, [Status] refers to the status of the characters that can carry out or suggest this command. With * at the end are those who can carry out these commands. Without * are for those who can suggest this command.
A is the AP necessary to carry out a command.
C is the AP necessary to command someone to carry out this command.
See pg. 43 for all the abbreviated terms.

Command	Status	Explanation
Personnel-Hire	Warlord Liege* A50 / C10	Invite a Ronin or an officer of another country to serve you. You can hire Ronin in your base city, officers from cities you have spied on, or any officers (other than a Liege) with whom you have a bond greater 1. The lower the target officer's LOY, the higher the acting officer's CHA, and the greater the Bond between the acting officer and the target officer, the easier it is to succeed.
Personnel-Search	Warlord Liege* A50 / C10	Search for potential Ronin in your base city. If you find any, you can try to hire them. The higher the acting officer's CHA, the easier it is to succeed.
Personnel-Move	Officer Prefect Warlord Liege* A50 / C10 x # of acting officers	You can move officers between cities of your own country that are linked. You can also move gold, food and reserve troops. You cannot move to a free city. **For Officers** - You can only move yourself. You cannot move other officers, gold, food or reserves. **For Prefects** - If you move to a city controlled by a Liege or another Prefect, you will lose your status as Prefect.
Personnel-Transport	Officer Prefect Warlord Liege* A50 / C10	You can move gold, food and reserve troops between cities of your own country that are linked. Occasionally, goods in transport will be stolen. The higher the acting officer's INT, the less chance that goods will be stolen. The higher the acting officer's WAR, the smaller the number of goods that will be stolen.
Personnel-Summon	Warlord Liege* A50 / C10 x # of acting officers	You can summon officers from cities of your own country that are linked. You can use this to move gold, food and reserve troops. Summoning a Prefect to a city controlled by a Liege or another Prefect will change that Prefect's status to officer.

CITY COMMANDS AND STATUS

Not only do the available commands differ according to status, but also which city you can act in and whom you can get to act also differs.

Liege: Can command all officers in all cities under his control. However, he cannot issue commands in any city that is not linked to his own.

Prefect: Can issue commands to all officers in his base city.

Warlord: Can command all officers in all cities controlled by his Liege. However, he cannot issue commands in any city that is not linked to his own. Influence Points (IP) are necessary.

Officers/Ronin: Can only decide what he personally does in his base city. He cannot command other officers.

CITY - DIPLOMACY

Command	Status	Explanation
Diplomacy-Envoy	Prefect Warlord Liege* A50 / C10	Send an envoy to another country to gift them with gold and raise your level of Relation. A high level of Relation makes it difficult for them to attack you. Also it makes it easier for that country to accept proposals for alliance and join attack. Over 1000 gold is necessary. The higher the envoy's POL and the larger the amount of gold gifted, the greater the rise in Relation.
Diplomacy-Treaty	Prefect Warlord Liege* A50 / C10	Join in alliance with another country. When allied with a country, you cannot attack them, nor can they attack you. Over 1000 gold is necessary. If you select this command with a current ally, you can extend the period of the alliance. The higher the Relation between countries, the envoy's POL and the envoy's Bond with the target country's Liege, and the larger the amount of gold gifted, the greater the chance of success.
Diplomacy-Joint	Prefect Warlord Liege* A50 / C10	Propose a joint attack on a city that borders both you and an allied country. If this is successful, your allies will send an army when you attack the target city. Over 1000 gold is necessary. The higher the Relation between countries, the envoy's POL and the envoy's Bond with the target country's Liege, and the larger the amount of gold gifted, the greater the chance of success. If the ally that you propose a joint attack with is also allied to the country whose city you plan to attack, that ally will refuse the proposal.
Diplomacy-Annex	Prefect Warlord Liege* A50 / C10	Suggest to another country that they surrender. If you succeed, the cities and officers of the target country become a part of your country. The higher the envoy's POL and the envoy's Bond with the target country's Liege, the greater the number of cities, officers, and troops in your country, the greater the chance of success. If your Relation with that country is low, it will not succeed.
Diplomacy-Annul	Prefect Warlord Liege* A50 / C10	Annul your treaty with another country. If you break your treaty, the relations between the two countries drops. Occasionally the LOY of your officers drops as well.
Diplomacy-Audience	Prefect Warlord Liege* A50 / C10	Donate gold to the Imperial court and raise your Donation level. The higher the Ruler's Imperial Favor, the more likely the Emperor is to raise the title of that Liege. Requires at least 1000 gold. The higher the envoy's POL and the more gold you donate, the higher your Donation level grows. Also it has more effect if you have the Han Emperor with you in your country.

CITY - MILITARY

Command	Status	Explanation
Military -March	Prefect* Warlord Liege* A50 / C10 x # of acting officers	Attack another country's city or a free city. If the enemy chooses to fight, you will enter either a field battle or a siege. If you win, you gain control of that city. If the Liege or the Prefect takes the field, they become the commander of the army. As long as there are 2 officers in the army, you can select a tactician. The higher the officer's INT, the more effect he will have as tactician. Unit type can be chosen only by those with the proper arm. Food is taken from the city the army marches from. **Reinforcements** - If there is another city of your country bordering the target, you can ask for reinforcements. If that city does not have a Prefect, they can only field reinforcements if they are linked to the city of the Liege. Note that the Liege and the Prefects cannot join the reinforcements.
Military -Conscript	Prefect* Warlord Liege* A50 / C10	Increase the troop numbers (Conscript) and distribute the troops among officers units (Form). You can organize the troops without drafting as well. When drafting, each set of 10 men costs 1 gold and 1 unit of food. You can only draft once a month. However, you can reform your army as many times as you have men to do it. The greater the city's Pop., the higher the acting officer's CHA and Trust, the better the results of the draft. The number of men an officer can have in his unit is determined by his class. Troops not added to a unit are held as reserves.
Military -Drill	Officer Prefect* Warlord Liege* A50 / C10 x # of acting officers	Raise the Drill level of the troops. With a high Drill value, the unit has stronger attacks and farther movement range in battle. The higher the officer's WAR, and the fewer the troop numbers are, the more effect it has. **Normal Officers** - Can only do this for your own troops.
Military -Buy	Prefect* Warlord Liege* A50 / C10	Purchase food from a merchant. Can only be done if there is a merchant in the city. With the Trade Skill, you can purchase food cheaper than normal.
Military -Sell	Prefect* Warlord Liege* A50 / C10	Sell food to a merchant. Can only be done if there is a merchant in the city.

MAKING SUGGESTIONS

When suggesting a particular command, the target of that suggestion is different depending on the type of command. Since whether or not a suggestion is accepted depends largely on your bond with the character to whom you are suggesting, you should take care to strengthen your bond with that character. Note however, that the Warlords suggestions are always followed, regardless of the bond level.

Suggest to Liege: Personnel, Diplomacy
Suggest to Prefect: Military, Domestic, Plot

CITY - DOMESTIC

Command	Status	Explanation
Domestic-Cultivate	Officer Prefect* Warlord Liege* A50 / C10 x # of acting officers	Clear and cultivate the surrounding area to raise the city's Land value. Raising the Land value also raises the amount of food that you receive in July. Note though that Safety drops. There is a 10 gold cost for each acting officer. The higher the acting officer's POL and Trust, the more effective the command. **For Officers** - Can only act for yourself
Domestic-Commerce	Officer Prefect* Warlord Liege* A50 / C10 x # of acting officers	Invest and raise the Commerce level of the city. Raising Commerce also raises the amount of gold that you receive in January, April, July, and October. It also raises the likelihood that merchants can be found in the city. Note though that Safety drops. There is a 10 gold cost for each acting officer. The higher the acting officer's POL and Trust, the more effective the command. **For Officers** - Can only act for yourself
Domestic-Safety	Officer Prefect* Warlord Liege* A50 / C10 x # of acting officers	Raise the Safety of the city. Higher Safety levels encourage the population to grow more quickly. It also raises the likelihood that merchants can be found in the city. Finally, it also makes it less likely for enemy Plots such as Rumor and Destroy to succeed.
Domestic-Forge	Officer Prefect* Warlord Liege* A50 / C10	Forge new arm and present it to an officer. With arm, the type of troops you can choose when forming a unit to attack increase. Occasionally, the type of attack you can make on the battlefield also increases.
Domestic-Tech	Officer Prefect* Warlord Liege* A50 / C10 x # of acting officers	Raise the Tech level of the city. A higher level of Tech allows you to forge more arm. There is a 10 gold cost for each acting officer. The higher the acting officer's INT and Trust, the more effective the command.
Domestic-Fortify	Officer Prefect* Warlord Liege* A50 / C10 x # of acting officers	Raise the Defense of the city. A stronger defense gives you an advantage when attacked and have to resort to a siege There is a 10 gold cost for each acting officer. The higher the acting officer's WAR and Trust, the more effective the command. **For Officers** - Can only act for yourself

CITY - PLOT/WANDER

Command	Status	Explanation
Plot-Spy	Prefect* Warlord Liege* A50 / C10	Spy out information on the city of another country or on a free city. The higher the acting officer's INT and Trust, the more effective the command. If you have the Spy Skill, you sometimes also gain information on the cities surrounding the target as well.
Plot-Defection	Officer Prefect* Warlord Liege* A50 / C10	Convince the officer of an enemy to defect to your side. If successful, the officer will defect to your side during battle. If unfulfilled, the agreement is void after 6 months. The target must be an officer from a city you have spied on, or an officer with whom you have a Bond greater than 1. If the target officer's Loyalty is low, the acting officer's INT is high, and the Bond between the acting officer and the target officer is high, then there is a greater chance of success. **For Officers** - Can only act for yourself
Plot-Rumor	Officer Prefect* Warlord Liege* A50 / C10	Release a rumor in the city of another country against its Liege. If successful, the city's Safety drops. The LOY of the officers in that city also drop. The target must be a city you have spied on and gained information about. If the acting officer's INT and Trust (target city) is high, the target city's Safety is low, and the INT of the officer's in the target city is low, there is a greater chance of success. **For Officers** - Can only act for yourself
Plot-Mole	Officer Prefect* Warlord Liege* A50 / C10	Send a man to infiltrate an enemy officer's unit. If successful, that man can confuse that officer's unit during battle. After 6 months, the mole returns and the chance is lost. The target must be an officer from a city you have spied on, or an officer with whom you have a Bond greater than 1. If the acting officer's INT is high and the INT of the target officer is low, you have a greater chance of success. **For Officers** - Can only act for yourself
Plot-Destroy	Officer Prefect* Warlord Liege* A50 / C10	Destroy the wall and lower the Defenses of a city in another country. The lower you can drop the Defenses, the more of an advantage you will have if you attack and must conduct a siege. The target must be a city you have spied on and gained information about. If the acting officer's INT and Trust (target city) is high and the target city's Safety is low, you have a greater chance of success. **For Officers** - Can only act for yourself
Wander-Move	Ronin* A 50	Move to another city.

RULER - RULER

Command	Status	Explanation
Ruler-Wages	Liege* A 10 x # of target officers	Raise the wages of your officers. This also raises their LOY. If a city does not have enough gold to pay wages, the LOY of the officers in that city will decrease.
Ruler-Warlord	Liege* A 10	Appoint a Warlord. The Warlord offers advice to the Liege concerning his commands. An officer's LOY rises when he is appointed Warlord. If he is released, his LOY decreases.
Ruler-Prefect	Liege* A 10	Appoint a Prefect. The Prefect governs a city on behalf of the Liege. One Prefect can be appointed to each city. The officer appointed moves to that city. The Prefect must be chosen from those able to move to that city. The Prefect is released if he moves to another city or if the liege comes to his city. An officer's LOY rises when he is appointed Prefect. If he is released, his LOY decreases. However, his LOY does not decrease if his release comes as an effect of movement.
Ruler-Rank	Liege* A 10	Appoint an officer to a rank. Only a Liege with a title can appoint rank. Available ranks depend on the title of the Liege. The LOY of officers who are given ranks, or who are promoted, increases. Also, they are given a greater number of TP to use during battle. On the other hand, the LOY of officers who are stripped of rank, or who are demoted, decreases. Also, they have less TP to use during battle.
Ruler-Council	Liege* A 10	Determine a policy for each of the city Prefects. For all policies other than Idle, the Prefect governs on behalf of the Liege. If the cities are linked, the Liege can directly issue orders even if a policy has been assigned to the city.
Ruler-Reward	Liege* A 10	Give an officer an item. This raises his LOY and occasionally his abilities. Only available if the Liege has an item to give. If in possession of items with similar effects, only the greatest effect is applied.
Ruler-Seize	Liege* A 10	Take an item from an officer. This lowers the officer's LOY and occasionally his abilities. This is only available an officer has an item.
Ruler-Release	Liege* A 10 x # of acting officers	Release an officer from service. Once released, the officer becomes a Ronin. The troops of a released officer enter the reserves.

INDIVIDUAL - Finance/Social

NOTE: [Status] refers to the status of the person who can carry out this command.
A refers to the number of AP necessary to carry out that command.

Command	Status	Explanation
Finance-Buy	Ronin Officer Prefect Warlord Liege A 20	Purchase an item. This can only be done if there is a merchant in the city. With the Commerce Skill, you can buy cheap.
Finance-Sell	Ronin Officer Prefect Warlord Liege A 20	Sell an item. This can only be done if there is a merchant in the city and you have an item to sell.
Finance-Donate	Officer Prefect Warlord Liege A 10	Donate gold from your personal fund to the city. Your Fame and Deeds will rise an amount related to the gold donated. **For Liege** - Fame and Deeds do not rise. **For Warlords** - You gain Influence Points (IP)
Finance-Withdraw	Liege A 10	Withdraw gold from the city into your personal funds. Depending on the amount withdrawn, the Trust of the people has been known to decrease.
Social-Letter	Ronin Officer Prefect Warlord Liege A 10	Send a letter to another character and raise your Bond. You can send letters to characters in your own country, characters in spied out cities, and characters with whom you have a bond higher than 1. You can only raise a Bond to 50 using the Letter command.
Social-Gift	Ronin Officer Prefect Warlord Liege A 30	Send a gift of gold to another character and raise your Bond. You must have at least 200 gold. You can send gifts to characters in your own country, characters in spied out cities, and characters with whom you have a Bond higher than 1. If your Bond is low, the character may not agree to meet with you. This has a greater effect than either Letter or Visit.
Social-Visit	Ronin Officer Prefect Warlord Liege A 40	Visit another character and raise your Bond. You can visit characters in your own country, characters in spied out cities, and characters with whom you have a Bond higher than 1. If your Bond is low, the character may not agree to meet with you. You can sometimes hear rumors and other information. Also events sometimes occur.

INDIVIDUAL - PERSONAL

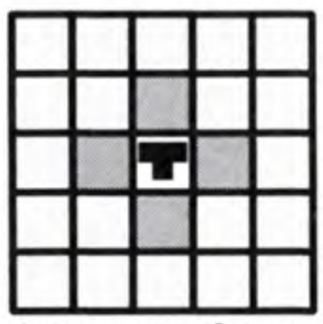
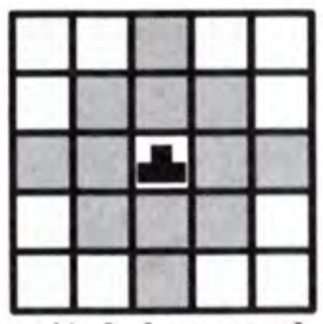
Command	Status	Explanation
Personal-Train	Ronin Officer Prefect Warlord Liege A 30	Train alone and raise your Abilities (WAR, INT, POL, CHA). By training, you gain Experience for that ability. When Experience reaches 100, you gain one point of ability. If you have the Train Skill, the training is more effective. Occasionally, you will learn new skills as well. The skills you are able to learn depend both on the city where you are training and on the attribute you are working on.
Personal-Tutor	Ronin Officer Prefect Warlord Liege A 30	Ask another officer to guide your training and raise your Abilities (WAR, INT, POL, CHA). With a tutor, you gain Experience for that ability. When Experience reaches 100, you gain one point of ability. If you have the Train Skill, the training is more effective. You can only receive training from an officer in the same city as you who has a higher level in the ability you want to train. If your Bond or Status is low, the officer may refuse.
Personal-Patrol	Ronin Officer Prefect Warlord Liege A 30	Patrol your base city, talk to the people and raise the city's Trust in you. A high level of Trust makes Domestic, Conscript, Plot, Coup, and Claim commands more effective. **Requests from the people** - Sometimes, certain people will make requests of you during your patrolling. Responding properly to these requests can raise Trust. On the other hand, handling them wrong can lower Trust.
Personal-Spy	Ronin Officer A 20	Find out information about a free city or the city of another country. The higher the acting officer's INT, the more the chance of success. If the officer has the Spy Skill, he can occasionally gain information on the cities around the target as well.
Personal-Explore	Ronin Officer Prefect Warlord A 40	Explore the city for undiscovered talent. The higher the acting officer's CHA, the more likely he is to find someone. You can try to recruit any officers you find with the Recruit Command.
Personal-Recruit	Officer Prefect Warlord A 40	Suggest to the Liege that a Ronin or an officer of another country should be hired. You can only recruit officers with whom you have a Bond of 1 or greater. The lower the targets LOY, the higher the officer's CHA and the greater the Bond between acting officer and target, the more chance you have of succeeding.
Personal-Resign	Officer Prefect Warlord Liege A 10	Leave service and become a Ronin. When you resign, you are stripped of your class and rank. Your troops join the city's reserves. If the Liege resigns, a new Liege is chosen from among the remaining officers. **For Liege/Prefect** - The Trust of your base city drops.

INDIVIDUAL - PERSONAL

Command	Status	Explanation
Personal-Revolt	Prefect A 40	Raise a rebellion in your city and form your own country. You can invite Ronin to join you, making them your officers. You can invite Ronin from cities in your former country or cities you have spied out. You can also invite Ronin with whom you have a Bond greater than 1. The higher the acting officer's CHA and the greater the Bond with the target Ronin, the more chance of success. Sometimes officers in the base city join your revolt. The lower the officers LOY, the higher the acting officer's CHA and the greater the Bond with the officers, the more chance of an officer joining you. Those officers who do not join your revolt will withdraw to another city in that country.
Personal-Betray	Prefect A 30	Betray your Liege and take your city over to another Liege and country. If that country is allied to your current one and the Relation is high, that Liege may refuse you. Sometimes officers in the base city join your betrayal. The lower the officers LOY, the higher the acting officer's CHA and the greater the Bond with the officers, the more chance of an officer joining you. Those officers who do not join your betrayal will withdraw to another city.
Personal-Coup	Ronin Officer Warlord A 40	Pull off a coup. If successful, you become the Liege of that city. If you carry out a successful coup in the city where the Liege resides, you take over his entire country. Sometimes officers in the base city join your coup. The lower the officers LOY, the greater the acting officer's Bond with the other officers, the more chance of officers joining you. Those officers who do not join your coup will act to suppress it. If you have the people's Trust and the Safety of the city is low, the people might even support your movement. If you fail and are caught, you will be executed. If you escape, you become a Ronin.
Personal-Claim	Ronin A 40	Lay claim to a city and become its Liege. This can only be done in a free city. You can invite other Ronin to join you. You can invite Ronin to join you, making them your officers. You can invite Ronin from your base city or from cities you have spied out. You can also invite Ronin with whom you have a Bond greater than 1. The higher the acting officer's CHA and the greater the Bond with the target Ronin, the more chance of success. If you have the people's trust, they will sometimes donate gold and food to help you get started.
Personal-Enlist	Ronin A 20	Try to enlist with the Liege of the city you are in. If the Liege accepts you, you become an officer. The higher your Bond with the Liege, the more chance he has to accept.

BATTLE - MOVE/WAIT/ATTACK

NOTE: Role refers to the people who are able to carry out this command. Where only a particular unit type can do a command, that type is shown.
T refers to the number of Tactic points necessary to carry out this command.
P refers to the number of Ploy points required to carry out these ploys.

Command	Status	Explanation
Move-Normal	Commander Tactician Officer	Move a unit from one position to another. Your range of movement is determined by the unit type and your Movement Points (MP). Your MP is determined by your Drill value and unit type. After movement, the commands Attack, Tactics, Occupy, Retreat, and Wait can be used. Ploy, Auto, and by Unit cannot be used after
Move-Probe	Commander Tactician Officer T 10	Move a unit while searching for traps in your path of movement. If you find a trap, you dismantle it and keep moving. If you move onto a square with a trap without finding it first, it goes off and you suffer from its effects. **This requires Tactic Points (TP).** **If used, the Tactic command becomes unavailable after**
Move-Dash	Commander Tactician Officer T 10	Temporarily increase MP, becoming able to move farther than normal that turn. This can only be done by officers with the Dash Skill. Note that in using this, some of your men are unable to keep up and drop out of your unit. **This requires Tactic Points (TP).** **If used, the Tactic command becomes unavailable after**
Wait	Commander Tactician Officer	End a unit's turn. If you do this without moving, MP rises by 1. You can have a maximum of 15 MP.
Attack (Field) -Direct	Commander Tactician Officer	Directly attack an enemy unit. You can only directly attack an enemy unit that is next to you. The more friendly units bordering the target unit, the stronger the attack becomes. However, if the target officer has the Valor Skill, the attack strength remains the same.
Attack (Field) -Arrow	Commander Tactician Officer --------- Crossbow Foot with Bow	Attack an enemy unit at a distance with arrows. Normally, there is no retaliation to arrow attacks. However, an officer with the Counter Skill can in fact retaliate. Surround is not available with this attack.  **Arrow attack range**  **C-bow/Arbalest attack range**
Attack (Field) -Missile	Commander Tactician Officer ---------- Crossbow Foot with Bow	Attack an enemy unit at a distance with flaming arrows. This can be done on clear and cloudy days by an officer who has the Missile Skill. Normally, there is no retaliation to fire arrow attacks. However, an officer with the Counter Skill can in fact retaliate. Surround is not available with this attack. Attack range is the same as for arrow.

BATTLE - ATTACK/RAM

Command	Status	Explanation
Attack (Field) -Volley	Commander Tactician Officer ---------- Crossbow Foot with Bow	Attack a number of units at a distance with arrows. This can only be done by an officer with the Volley Skill. Normally, there is no retaliation to a volley. However, an officer with the Counter Skill can in fact retaliate. Surround is not available with this attack. For this attack, the target square, and the 4 connecting squares all come under attack. If a friendly troop is within that range, they will suffer damage. Allies will not return fire. Also, if the acting unit is within the range, they will not suffer damage from the volley. Attack range is the same as for Arrow.
Attack (Field) -Charge	Commander Tactician Officer ---------- Horse Cavalry, Elephant	Charge onto the square occupied by the enemy unit with multiple attacks. An officer with the Charge Skill can charge using any unit type. Surround can be used. The target enemy is forced back one square. The unit charging sometimes goes on to occupy the square formerly held by the enemy.
Attack (Field) -Duel	Commander Tactician Officer	Challenge an enemy officer to a duel. An officer who loses a duel becomes a prisoner and his men are scattered.
Attack (Siege)	Commander Tactician Officer ---------- Foot Crossbow Armored Catapults Tower	Attack enemy units. There are 5 kinds of attacks possible: Fireball, Catapult, Missiles, Arrow, and Direct. Each unit will automatically choose the method most suited to them.
Ram	Commander Tactician Officer	Attack the gate and lower the city's Defense. This can only be done during a siege and only by the offensive side. There are 3 types of attacks: Fireball, Catapults, and Direct. Each unit will automatically choose the method most suited to them.

Methods of attack during a siege

Fireballs: This can be done by Catapult troops who are in possession of bombs. This can only be used on clear or cloudy days. There is no retaliation.

Catapults: This can only be done by Catapult troops. There is no retaliation.

Missiles: This can be done by Crossbow troops whose officer has the Missile Skill, or by Tower troops. It can only be used on clear or cloudy days. There is no retaliation. This cannot be used during Ram or Full Ram attacks.

Arrow: This can be done by Crossbow or Tower troops. There is no retaliation. This cannot be used during Ram or Full Ram attacks.

Direct: This is the attack made by those who can do none of the above. These units will receive retaliation. However, no retaliation can be made against the defensive side.

BATTLE - TACTICS

Command	Status	Explanation
Tactics-Fire	Commander Tactician Officer T 10	Start a blaze in an adjoining square. Can only be used during field battle. Cannot be used during a storm. Any unit on the burning square begins to lose men. Sometimes officers are hurt.
Tactics-Confuse	Commander Tactician Officer T 10	Confuse an enemy unit, making them unable to move for a time. In the field, this can only be used against an enemy unit in your field of vision.
Tactics-Mislead	Commander Tactician Officer T 20	Mislead the enemy into attacking each other. In the field, this can only be tried on an enemy unit within your field of vision and which is adjacent to another enemy unit.
Tactics-Stop	Commander Tactician Officer T 10	Make an enemy unit's MP become 0, so that he cannot move. In the field, this can only be tried on an enemy unit within your field of vision.
Tactics-Taunt	Commander Tactician Officer T 10	Taunt an enemy unit and steal their freedom of movement. An enemy who falls for this tactic will chase after the unit that taunted them. In the field, this can only be tried on an enemy unit within your field of vision.
Tactics-Douse	Commander Tactician Officer T 5	Put out the fire in the square you are in, and in the 4 adjoining squares. Can only be tried during a field battle.
Tactics-Hide	Commander Tactician Officer ---------- Foot, Catapult Tower Armored T 20	Hide your unit in the terrain away from enemy eyes. In the field, this can only be done in forest or mountain terrain. This will fail if an enemy unit is nearby. If an enemy unit comes next to you while you are hidden, you spring an ambush on them.
Tactics-Defect	Commander Tactician Officer T 0	Call an officer to defect to you. This can only be done with an officer who has previously agreed to defect due to a successful Defection Plot. In the field, this can only be carried out on a unit within your field of vision.
Tactics-Mole	Commander Tactician Officer T 0	Confuse an enemy unit in which you have a man planted. This can only be done with a unit which has previously had a mole placed with a successful Mole Plot. In the field, this can only be carried out on a unit within your field of vision.
Tactics-Aid	Commander Tactician Officer T 10	Aid a unit who has been affected with a Confuse, Taunt, or Stop tactic to return to normal. This can only be done by an officer with the Aid Skill. In the field, this can only be carried out on a unit within your field of vision.

NOTE: If the Target of a Fire, Stop, Confuse, and Taunt, has the Reversal Skill, he can turn these back on you.

BATTLE - TACTICS/PLOYS

Command	Status	Explanation
Tactics-Repair	Commander Tactician Officer T 20	Make repairs to the city walls to raise the Defenses. This can only be done by an officer with the Repair Skill during a siege, You cannot raise the city Defenses higher than the value they had when the battle started.
Tactics-Heal	Commander Tactician Officer T 30	Heal the wounded men in one unit and return them to active duty. This can only be done by an officer with the Doctor Skill. In the field, this can only be carried out on a unit within your field of vision. Sometimes you can also heal officers who have been hurt.
Tactics-Oracle	Commander Tactician Officer T 20	Cause something to happen. You can never tell before hand what exactly is going to happen. Some examples are lengthening or shortening lifespan, restoring health, and many other things. This can only be done by an officer with the Oracle Skill.
Tactics-Creature	Commander Tactician Officer T 100	Summon the creatures to you and have them use their powers to benefit you. Each creature has it's own powers and effect. Only officers with creatures can try this. In most cases, the creature disappears after being used.
Ploys-Fire Trap	Tactician P 15	Set a trap somewhere on the map in a field battle that will cause damage using fire. This can only be done by the tactician during the War Council segment. You cannot set traps during battle. This type of trap can be set on Plain, Forest, Mountain and Bridge terrains. When set off, it damages the unit that tripped it, as well as any units in the 4 adjoining squares. If there are other firetraps in range, it can set off a chain reaction.
Ploys-Water Trap	Tactician P 20	Set a trap somewhere on the map in a field battle that will cause damage using water. This can only be done by the tactician during the War Council segment. You cannot set traps during battle.
Ploys-Rockslide	Tactician P 20	Set a trap somewhere on the map in a field battle that will cause damage using falling rocks. This can only be done by the tactician during the War Council segment. You cannot set traps during battle. This type of trap can be set on Mountain terrain.

BATTLE - PLOYS

Command	Status	Explanation
Ploys-Pit	Tactician P 15	Set a pit somewhere on the map in a field battle. This can only be done by the tactician during the War Council segment. You cannot set traps during battle. This type of trap can be set on Plain, Flat, and Road terrains. When set off, it damages the unit that tripped it, as well as any units in the 4 adjoining squares.
Ploys-Poison	Tactician P 15	Set a trap somewhere on the map in a field battle that will cause damage using poison. This can only be done by the tactician during the War Council segment. You cannot set traps during battle. This type of trap can be set on Bank and Marsh terrains. When set off, it damages the unit that tripped it, as well as any units in the 4 adjoining squares. Affected units become confused. If there are other poison traps in range, it can set off a chain reaction.
Ploys-Chain	Tactician P 20	Reduce the MP of all enemy units on water to 0. Has no effect on units on land. This can only be used during field battle. This ploy has a greater chance of working on units whose officer does not have the Navy Skill.
Ploys-Haste	Tactician P 30	Raise the MP of all friendly units. This can only be used during field battle. This ploy is always successful. Unlike the Dash Tactic, you do not lose troops with this.
Ploys-Rumor	Tactician (Field) Commander (Siege) P 30	Release a rumor among 1 enemy unit, forcing them to retreat. This cannot be used without a tactician, even in a siege. The higher the tactician's intelligence, the more chance of success.
Ploys-Jeer	Tactician (Field) Commander (Siege) P 50	Lower the enemy's Morale with insults and taunts. The army whose Morale drops to 0 first, loses the battle. This cannot be used without a tactician, even in a siege. The higher the tactician's intelligence, the more chance of success.
Ploys-Rally	Tactician (Field) Commander (Siege) P 30	Encourage your friends, raising their Morale. This also has a chance of aiding a unit in a Confuse, Taunt, or Stop condition. This cannot be used without a tactician, even in a siege. The higher the tactician's intelligence, the more chance of success.
Ploys-Revive	Tactician (Field) Commander (Siege) P 40	Heal the wounded of all friendly units, bringing them back into the battle. Injured officers are also occasionally healed. This cannot be used without a tactician, even in a siege. This ploy always succeeds.
Ploys-Weather	Tactician (Field) Commander (Siege) P 20	Change the weather on the battlefield. Useful when you wish to carry out a ploy or tactic that requires specific weather conditions. This cannot be used without a tactician, even in a siege.

BATTLE - PLOYS

Command	Status	Explanation
Ploys-Wind	Tactician (Field) Commander (Siege) P 20	Change the direction the wind is blowing on the battlefield. By controlling the wind, you can control the direction fire spreads, to a certain degree. This cannot be used without a tactician, even in a siege. The higher the tactician's INT, the more chance of success.
Ploys-Lightning	Tactician (Field) Commander (Siege) P 50	Call lightning down to strike a unit. A unit hit by lightning is reduced to 1/10 of its former size. Also, the officer's Health is affected. However, you cannot choose which unit will be hit. Friendly units may be hit as well. This can only be done during storm weather. This cannot be used without a tactician, even in a siege. The higher the tactician's INT, the more chance of success.
Ploys-Illusion	Tactician (Field) Commander (Siege) P 50	Cast an illusion onto the field, confusing a number of enemy units. The troop numbers of confused troops drop. This can only be done during cloudy weather. This cannot be used without a tactician, even in a siege. The higher the tactician's INT, the more chance of success.
Ploys-Discord	Tactician (Field) Commander (Siege) P 30	Force any enemy allies into withdrawing from the field. This cannot be used without a tactician, even in a siege. The higher the tactician's INT and the lower the Relations between the enemy country and the enemy's ally, the more chance of success.
Ploys-Rush	Tactician (Field) Commander (Siege) P 30	Cause any reinforcements or allied troops to arrive on the next turn. This cannot be used without a tactician, even in a siege. The higher the tactician's INT and the closer it is to the actual time the armies are scheduled to arrive, the more chance of success.
Ploys-Assassin	Tactician (Field) Commander (Siege) P 30	Send an assassin after 1 enemy officer, causing him to attack that officer. If successful, the enemy officer's Health and WAR drop. The target is automatically chosen. This cannot be used without a tactician, even in a siege. The higher the tactician's INT and the lower the target officer's INT and WAR, the more chance of success.
Ploys-Inspire	Tactician (Field) Commander (Siege) P 50	Raise the TP of all friendly units. This cannot be used without a tactician, even in a siege. This is always successful. The higher the target officer and the tactician's INT, the higher the raise in TP.
Ploys-Edict	Tactician (Field) Commander (Siege) P 200	Obtain a Cease Hostilities Edict from the Emperor, causing the attacking force to withdraw from the field. This can only be done by the defending side. This cannot be used without a tactician, even in a siege.

BATTLE - PLOYS

Command	Status	Explanation
Ploys-Sap	Commander P 20	Dig tunnels under the walls to collapse them, lowering the city's Defense. This can only be performed in a siege, by the offensive side. This cannot be used without a tactician. The higher the tactician's INT, the more chance of success.
Ploys-Flood	Commander P 50	Flood the city, lowering the city's Defense and the defenders Morale. This can only be performed in a siege, by the offensive side. This cannot be used without a tactician. The higher the tactician's INT, the more chance of success.
Ploys-Riot	Commander P 30	Cause the people of the city to riot. This will decrease the number of defending troops and lower their Morale. This can only be performed in a siege, by the offensive side. This cannot be used without a tactician. The higher the tactician's INT and the lower the city's Safety, the more chance of success.
Ploys-Loot	Commander P 20	Raid throughout the vicinity of the city taking gold and food. This will lower the city's Land, Commerce, and Safety levels. This can only be performed in a siege, by the offensive side. This cannot be used without a tactician. This is always successful. The higher the tactician's INT and more troops the offensive side has, the more effective this is.
Ploys-Tunnel	Commander P 10	Dig tunnels under the walls into the city for a surprise attack on the defenders. This can only be performed in a siege, by the offensive side. This cannot be used without a tactician. The higher the tactician's INT and the lower the city's Defense, the more chance of success.
Ploys-Feint	Commander P 20	After drawing off the enemy with a Feint, conduct a Full Ram attack to lower the city's Defenses. This can only be performed in a siege, by the offensive side. This cannot be used without a tactician. The higher the tactician's INT and more turns remaining in the battle, the more chance of success.
Ploys-Lure	Commander P 100	Lower the enemy's Morale and lessen their troop numbers. Also decreases the number of turns. If unsuccessful, the defensive army's Morale drops and they lose men. This can only be performed in a siege, by the defensive side. This cannot be used without a tactician. The higher the tactician's INT and the fewer units remaining in the main army, the more chance of success.
Ploys-Falsify	Commander P 200	Cause all of the attackers to withdraw. This can only be performed in a siege, by the defensive side. This cannot be used without a tactician. The higher the tactician's INT, the more chance of success.

BATTLE - PLOYS/RETREAT/OCCUPY

Command	Status	Explanation
Ploys-Raze	Commander P 10	Reduce the enemy's food and lower their Morale. This cannot be done during a storm. This can only be performed in a siege, by the defensive side. This cannot be used without a tactician. The higher the tactician's intelligence, the more chance of success. There is more of a chance of success during clear or cloudy conditions. There is less chance with rain or snow.
Ploys-Sally	Commander P 10	Perform a Full Attack on the offensive units. If successful, there is no retaliation. This can only be performed in a siege, by the defensive side. This cannot be used without a tactician.
Ploys-Conscript	Commander P 50	Increase the number of defensive troops. This can only be performed in a siege, by the defensive side. This cannot be used without a tactician. This is always successful. The distribution and number of troops to the units is handled automatically. You pay 3 units of food for each man conscripted. City Safety drops by 5.
Ploys-Raid	Commander P 50	Send in men to confuse the enemy and have them fight amongst themselves. This can only be performed in a siege, by the defensive side. This cannot be used without a tactician. The higher the tactician's INT, the more chance of success.
Retreat	Commander Tactician Officer	Have your unit retreat. **Field battle** - This can only be carried out from the staging point of a city of your own country. If a Prefect retreats to a city other than his own, he becomes an officer. If the Liege retreats to a city other than his own, the Prefect of that city becomes an officer. This is always successful. **Siege** - You may be captured by the enemy. The higher an officer's INT and WAR, the less chance he has of being captured. Officers with special horses always escape.
Occupy	Commander Tactician Officer	Weaken the Defenses of enemy outposts. You occupy the outpost when its Defense reaches 0. Different types of outposts have different Defense levels. In a field battle, this command can only be used when an attacking unit is located on the same square as an outpost. By occupying all of the outposts along your strategic route, you can increase your offensive Morale while decreasing the enemy Morale. Occupying outposts that are off the strategic route has no effect on Morale.

Outpost type	Defense
Castle	200
Gate	160
Fortress	120
Hill	80
Islet	50

BATTLE - AUTO/COMMANDS/BY UNIT/FULL ATTACK /FULL RAM/FULL WAIT/FULL RETREAT

Command	Status	Explanation
Auto	Commander	Allow the officers of each unit to control the actions of their units. Only available during field battle.
Command	Commander	Give a unit on Auto a target location. Only available during field battle. When it reaches this location, the unit will wait there.
by Unit	Commander	Give separate commands to each unit. Only available during a siege. Useful if you want to have certain units Duel or carry out certain tactics. Also useful if you want to have a given unit withdraw. You can also allow the unit officer to choose his own action.
Full Attack	Commander	Attack with all friendly troops. This command is only available during a siege. There are 5 kinds of attacks possible: Fireball, Catapult, Missiles, Arrow, and Direct. Each unit will automatically choose the method most suited to them. (pg.35) As Horse, Cavalry and Elephant troops cannot attack units on top of the walls, they will attack the gates.
Full Ram	Commander	Attack the gate with all friendly troops and lower the city's Defense. This can only be done during a siege and only by the offensive side. There are 3 types of attacks: Fireball, Catapults, and Direct. Each unit will automatically choose the method most suited to them.
Full Wait	Commander	Have all friendly troops wait. This can only be done during a siege. This is useful for the defenders when they are trying to endure until time runs out.
Full Retreat	Commander	Have all friendly troops retreat from battle. This can only be done during a siege. All offensive units automatically return to the city they started from. The main defensive army must choose which city they want to retreat to. If the Prefect retreats to a city that already has either the Liege or another Prefect, he will become an officer. If the Liege retreats to a city with a Prefect, the Prefect becomes an officer. You may be captured by the enemy. The higher an officer's INT and WAR, the less chance he has of being captured. Officers with special horses always escape.

ROLE OF THE TACTICIAN

The tactician handles all ploys. Without a tactician, you can neither choose or execute ploys. During a siege, it is the commander that gives the command for the ploy to be made. However, it is still the tactician who carries it out. Because of this, if the tactician retreats or is taken prisoner or for some other reason disappears from the battlefield, ploys will no longer be available. Note, however, that during the War Council, what ploy is available is determined not only by the skills of the tactician, but by that of all officers who are in the army. This is because the tactician uses those officers' skills when laying his battle plans.

ABBREVIATED TERMS IN THE GAME

Some in-game terms are abbreviated during the game. Not all the abbreviations can be listed here but these are the essential terms you need to know to play the game.

Officer Information

WAR:	War	CHA:	Charisma
INT:	Intelligence	LOY:	Loyalty
POL:	Politics	Exp.:	Experience

City Information

Pref.:	Prefect	Def:	Defense
Offcr:	Officers	Exp.:	Experience
Comm.:	Commerce	Pop.:	Population
Sfty:	Safety		

AP: Action Points
Carry out main commands.

IP: Influence Points
Warlords use it to advise.

TP: Tactics Points
Needed to use tactics in battles. TP is used by each officer in battle.

SP: Strategy Points
Needed for Offensive/Defensive strategy, placing traps and ploys. SP is used by entire army.

MP: Movement Points
Needed for units to move on the battlefield.

Diplomacy/Plot Command
Mole Lmt.
Joint Lmt.
Treaty Lmt.
Spy Lmt.

"Lmt." above means limited period for each command. For example, Mole Lmt.: 3 means the Mole command is valid for 3 months.

INDEX

A

Abbreviated Terms 42
Ambush 11, 22
Annex 18, 25
Annul 25
Arms 20, 26, 27
Arrow 33
Attack (Field Battle) 12, 33-34
Attack (Siege) 13, 34
Audience 18, 25
Auto 41

B

Battle Commands 12, 33-41
Battle 11, 21
Betray (Personal) 32
Bond 17, 30
Buy Food 26
Buy Items 30
by Unit 13, 23, 41

C

Charge 34
City Commands 10, 24-28
City Info 15, 28, 31
Claim 32
Commander 11, 13
Commerce 16, 27
Conditions 21
Conscript 20, 26
Controller 2-3
Council 29
Coup 32
Cultivate 16, 27

D

Dash 12, 33
Defection 19, 28, 35
Defense 27, 28, 36, 39
Defensive Strategy 11, 22
Destroy 19, 28
Diplomacy 10, 18, 25
Direct (Attack) 33
Domestic 10, 16, 20, 27
Donate 30
Drill 20, 26
Duel 13, 34

E

Enlist 17, 32
Envoy 18, 25
Explore 31

F

Field Battle 11, 23, 40
Finance 10, 30
Food 26, 27
Forge 20, 27
Fortify 16, 27
Full Attack 13, 41
Full Ram 13, 41
Full Retreat 13, 41
Full Wait 13, 41

G

Gift 30
Gold 27

H

Help 3
Hire 16, 24

I

Income - *See* Commerce
Individual Commands . .10, 17, 20, 30-32
Info 3, 10, 14
Injured 15, 36, 37
Item 14, 29, 30

J

Joint 18, 25

L

Letter 17, 30
Liege 16
List 3
Load 7, 8

M

Main Army 21
Map 3
March 21, 26

Maximum 3
Merchant 26, 27, 30
Military 10, 20, 21, 26
Minimum 3
Missile 33, 34
Mole 19, 28
Morale 11, 21, 22
Move (Battle) 12, 33
Move (Personnel) 16, 24
Move (Wander) 28
Movement Points (MP) 33, 37

N

New Officer 8
Normal (Move) 33

O

Occupy 12, 40
Offensive Strategy 22
Officer Info 14
Options 3, 8

P

Patrol 17, 31
Personal Commands .10, 17, 31-32
Personnel 10, 16, 24
Plot 10, 19, 28
Ploys 11-13, 22, 23, 36-40
Prefect 29
Prisoner 23, 34
Probe 12, 33
Product 15,27

R

Ram 13, 34
Rank 29
Recruit 31
Reinforcements 26, 38
Release 29
Reserves 26
Resign 31
Retreat 12, 13, 23, 40
Revolt 32
Reward 29
Road 16, 21
Ronin 24, 31
Ruler Commands 10, 16, 29
Rumor 19, 28

S

Safety 16, 27
Save 8
Search 16, 24
Seize 29
Sell Food 26
Sell Items 30
Siege 11, 13, 23, 34, 40
Skill 11, 19, 23, 31
Social 10, 17, 30
Spy (Personal Commands) . .19, 31
Spy (Plot Commands) 19, 28
Strategy 11, 22
Summon 16, 24
Surround 33

T

Tactical Points (TP) 29, 38
Tactician 11-13, 22, 23, 26
Tactics 12, 13, 35-36
Tech 16, 27
Title 18, 25, 29
Train 17, 31
Transport 24
Trap 11, 22, 36, 37
Treaty/Alliance 18, 25
Trust 31
Turn 9
Turn (Battle) 12, 23
Tutor 17, 31

U

Unit 12, 13, 15, 23, 41
Unit Type 20, 23, 26

V

Visit 17, 30
Volley 34

W

Wages 29
Wait 12, 13, 33
Wander 10, 28
Warlord 29
Withdraw 30

WARRANTY

90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this game CD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game CD, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game CD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at (650)692-9080, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game CD, enclose your name, address and phone number, and return the game CD, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

KOEI Corporation
1818 Gilbreth Road, Suite 238
Burlingame, CA 94010

This warranty shall not apply if the game CD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

On-Line Support

For information on other KOEI games, or to find hints on specific titles, please visit our web site at: **www.koeigames.com**

PlayStation 2

Dynasty Tactics

三國志戰記

The Mind shall vanquish the Sword!

- Create and Re-create history using one of 3 powerful leaders: Liu Bei, Cao Cao, or Sun Ce!
- Devastate opponents using "Tactical Combos" - lure, charge, ambush, and attack with precisely timed tactics!
- Amazing visual sequences! Effects increase in intensity as combos stack up!
- Multiple storylines and endings allowing for unique Three Kingdoms Sagas!

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

KOEI CORPORATION, 1818 Gilbreth Road, Suite 238, Burlingame, CA 94010

Romance of the Three Kingdoms VII and Dynasty Tactics are trademark of KOEI Co., Ltd. ©2002 KOEI Co. Ltd. All right reserved.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.
U.S. AND FOREIGN PATENTS PENDING.

KOEI™

www.koeigames.com